

Gary Gygax Q&A: part VII

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grodog

Sunday, 24th October, 2004, 08:25 PM

Gary Gygax Q&A: part VII

Continued from <http://www.enworld.org/forums/showth...&page=11&pp=20> (which should be added to the Archive if one of the moderators would be so kind).

PirateCat gave approval after checking with EGG awhile ago to reopen these threads and discussions, so I'm doing so since I have a new Q that only Gary can answer :D

Hi Gary--

In a discussion at <http://www.acaeum.com/phpBB2/viewtop...t=806&start=40> Paul Stormberg mentions that Dave Sutherland was asked by you to paint specific heraldry for the fighter on the cover of the 1e DMG. For anyone who doesn't recall the fighter's shield devices off the top of their head, go to <http://www.acaeum.com/DDIndexes/SetP...Scans/DMG.html>

I thought that image looked very familiar, and it is very similar to the image of the heraldry for the City of Fax in the Wild Coast, per the World of Greyhawk folio---basically it's the same, except that the DMG shield features the blue line between the red diamonds. To see the Greyhawk Fax crest, go to <http://www.geocities.com/TimesSquare.../heraldry.html>

Relatedly, I've wondered if the other coats of arms displayed on the 1983 Greyhawk box set and the one knight's pennant are also supposed to represent specific crests/characters/etc.? For an image, see <http://home.flash.net/~brenfrow/gh/gh-wogbox.htm>

Thanks! :D

Col_Pladoh

Sunday, 24th October, 2004, 10:11 PM

Howdy Grodog and All!

The armorial bearings displayed on the fighter's shield shown on the original DMG book are those of a Gygax who fought in French service sometime in the 15th century. As I devized all of the armorial bearings for the states of the World of Greyhawk, it is likely that when I did that for Fax I unconsciously borrowed from memory.

BTW, the actual Gygax Family arms are a white goose passant on a green field with a gold star (mullet) in the dexter canton and a bison horn in base, IIRR. The goose, "ganse" in Switzer Deutsche, sounds a bit like the ending of the family name, and it is also alert to danger. The star was supposedly awarded for the bravery of some ancestor, and the bison horn likewise, for calling attention to some enemy threat.

Cheers,
Gary

mythusmage

Sunday, 24th October, 2004, 11:00 PM

Quote:

Originally Posted by Col_Pladoh

...As I devized all of the armorial bearings for the states of the World of Greyhawk, it is likely that when I did that for Fax I unconsciously borrowed from memory.

Most authors merely write themselves into a story, but our Gary has to include the family. :P

BOZ

Monday, 25th October, 2004, 06:46 PM

hey, nothing wrong with that, i base fictional family trees off of genealogical research i have done on my own family. :)

Jupp

Monday, 25th October, 2004, 07:30 PM

hehe cool, now that you say this, there is an age old childrens song here in Switzerland called "Gi-ga-gax" that is about a goose mother walking along the road with its little children.

Too bad I never examined the whole thing more when I was in Seeburg, Switzerland where I had military service not too long ago. I am sure I would have seen at least one of those family crests with a goose on it. There are dozens of Gygax in that village :)

The_Gneech

Tuesday, 26th October, 2004, 07:18 PM

Greetings, Col.! I hope your health is holding up!

Nevertheless, I retract my question. :heh:

-The Gneech :cool:

T. Foster

Wednesday, 27th October, 2004, 09:56 PM

Hi Gary,

I've been reading the reports of your 'new' OD&D Castle Greyhawk adventures, and notice that you started the players out as 3rd level characters on the 1st dungeon level. Was this because of the toughness of the particular dungeon (i.e. level 1 of Greyhawk Castle is equivalent difficulty to level 3 elsewhere -- perhaps because the inhabitants have increased toughness/experience due to all the adventurers they've slain over the years)? Or is it a more general decision that 1st level OD&D characters are too fragile and that 'modern' players need more of an initial boost (noting that in most modern games, even something as ostensibly 'old school' as C&C, that starting characters have significantly more power than 1st level OD&D characters -- more hp, better attack rolls, WAY more spells -- typically 4 0-level and 3 1st level spells vs. 1 1st level spell for magic-users and no spells at all for clerics)? Or am I reading too much into this and the real explanation was something else entirely?

Regards,

grodog

Sunday, 31st October, 2004, 03:34 AM

Gary---

How about a general update on your current writing projects, and what books you have in the pipeline, with release dates? Christmas is coming, and I'd like some new Gygax and Kuntz under the tree! :D

Andrew D. Gable

Sunday, 31st October, 2004, 10:53 PM

You may have addressed this question before, Gary, but there is a discussion going on about where exactly the lich originated. I'm inclined to say the lich/phylactery was based on Sauron/Ring and others have guessed it was based on the Russian Koschei. Where did you come up with these guys? One of these sources, or somewhere else?

Erik Mona

Monday, 8th November, 2004, 12:09 AM

Quote:

Originally Posted by Col_Pladoh

Howdy Grodog and All!

BTW, the actual Gygax Family arms are a white goose passant on a green field with a gold star (mullet) in the dexter canton and a bison horn in base, IIRR.

Compare that to the device of the County of Urnst.

--Erik Mona
Editor-in-Chief
Dragon & Dungeon

dead

Monday, 8th November, 2004, 12:39 AM

Hi Gazza,

After you left TSR, the company released some atrocious Greyhawk material (for example, WG7 Castle Greyhak). Was this a coincidence or a retaliatory attack against you?

Also, after you left TSR, you finished the Gord the Rogue books. At the end of the cycle, Oerth bites the bullet. Was this your way of saying that Greyhawk is dead and that fans should turn away from TSR's version with disdain?

So . . . in other words, did TSR release the Invoked Devestation (WG7 and others) and you respond in kind with the Rain of Colorless Fire (the final Gord book).

Besides that, what long-term campaigns are you running at the moment? How many? What systems are you using? Do you have a D&D 3E campaign on the go?

Thanks. :)

shock the monkey

Monday, 8th November, 2004, 02:01 AM

Colonel_Pladoh,

I'm glad to hear you are recovering and writing. I've always felt there is no better incentive for one's health than to have a purpose to keep you going.

If you don't mind, I have a few questions, ones that I'm sure have been asked before, but since I can't find any record of them, I'll let fly with them here:

1) How much of Castle Zagyg has been completed? Are you in the editing phase and, if so, how many parts of the adventure can we expect to see in the coming year?

2) I know this is a touchy subject for you, so forgive me for asking, but how difficult would it be to convert the series to Greyhawk? Like many of your fans, I would like to experience your masterpiece in its original context. Would I be better off placing the castle near Greyhawk city, or using the city that accompanies the module?

3) Have you expanded upon ideas originally present in Zagyg's Castle or have you remained true to the original design?

4) I know that Zagyg's Castle has been designed for the Troll Lord's system, but if you could choose an alternate set of rules, which of the following would you recommend for your masterpiece: OD&D, Basic D&D, AD&D, or another more recent version of D&D? Again, forgive the sacrilige of my questions.

5) Now that you're knee deep into the adventure (perhaps nearing, or having reached the end), have you gained a new perspective over the module? Can you point to some elements of the adventure which made it so unique as to be honored in gaming legend?

Thanks in advance for any response. Here's hoping your health improves,

Shock the Monkey

Erik Mona

Monday, 8th November, 2004, 03:30 AM

Quote:

Originally Posted by Col_Pladoh

Howdy Grodog and All!

BTW, the actual Gygax Family arms are a white goose passant on a green field with a gold star (mullet) in the dexter canton and a bison horn in base, IIRR.

Compare that to the device of the County of Urnst.

--Erik Mona
Editor-in-Chief
Dragon & Dungeon

BOZ

Monday, 8th November, 2004, 04:00 AM

nice delayed double post! :D

Krieg

Monday, 8th November, 2004, 04:08 AM

Quote:

Originally Posted by dead

After you left TSR, the company released some atrocious Greyhawk material (for example, WG7 Castle Greyhak).

shudder I'm still pissed off about that one.

grodog

Tuesday, 9th November, 2004, 11:28 PM

While you're updating us, Gary, do you have any news to share on the Gord story reissues?

Also, do you any plans to update **Role-Playing Mastery** and **Master of the Game**? The industry has changed a lot since the late 80s, along with the types of online rpg available (PC rpgs through EverQuest through MUDs/MOOs/MUSHes/MMORPGs).

fairylover

Thursday, 18th November, 2004, 03:22 PM

The origin and exploits of the elusive Bucknard

Col. PD,

Could you give some insight into the character Bucknard? I suspect (and fear) that he may have been a more or less "random" name assigned to a magic item (the ever-so-handy everfull pouch) to give it color. Did you ever think about Bucknard's background, life or exploits?

FL

BOZ

Thursday, 18th November, 2004, 07:05 PM

well, his purse was never empty...

Col_Pladoh

Friday, 19th November, 2004, 04:06 PM

Quote:

Originally Posted by mythusmage

Most authors merely write themselves into a story, but our Gary has to include the family. :p

Alan, that is true in spades!

The map of the Flanaess is loaded with family and friends names in one or another form :D

Cheers,
Gary

Col_Pladoh

Friday, 19th November, 2004, 04:08 PM

Quote:

Originally Posted by Jupp

hehe cool, now that you say this, there is an age old childrens song here in Switzerland called "Gi-ga-gax" that is about a goose mother walking along the road with its little children.

Too bad I never examined the whole thing more when I was in Seeberg, Switzerland where I had military service not too long ago. I am sure I would have seen at least one of those family crests with a goose on it. There are dozens of Gygax in that village :)

Heh...

likely so, and as i said, that is where my father was born back sometime before 1900.

cheers,
Gary

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Col_Pladoh

Friday, 19th November, 2004, 04:14 PM

Quote:

Originally Posted by **The_Gneech**

Greetings, Col.! I hope your health is holding up!

Nevertheless, I retract my question. :heh:

-The Gneech :cool:

Thanks for the good wish--my health is solid, if not what it was last year at this time. Getting older and having medical problems tends to do that sort of thing :confused:

BTW, i really don't mind dumb questions, because a lot of the time they realy aren't that after all.

cheers,
Gary

Col_Pladoh

Friday, 19th November, 2004, 04:25 PM

Quote:

Originally Posted by **T. Foster**

Hi Gary,

I've been reading the reports of your 'new' OD&D Castle Greyhawk adventures, and notice that you started the players out as 3rd level characters on the 1st dungeon level. Was this because of the toughness of the particular dungeon (i.e. level 1 of Greyhawk Castle is equivalent difficulty to level 3 elsewhere -- perhaps because the inhabitants have increased toughness/experience due to all the adventurers they've slain over the years)? Or is it a more general decision that 1st level OD&D characters are too fragile and that 'modern' players need more of an initial boost (noting that in most modern games, even something as ostensibly 'old school' as C&C, that starting characters have significantly more power than 1st level OD&D characters -- more hp, better attack rolls, WAY more spells -- typically 4 0-level and 3 1st level spells vs. 1 1st level spell for magic-users and no spells at all for clerics)? Or am I reading too much into this and the real explanation was something else entirely?

Regards,

My campaign group here is playing in a truncated version of the original dungeons that has indeed been "upgunned" because PCs have enabled the monsters inhabiting the levels to become better armed and most astute in their tactics. That said, I made the group begin 3rd level characters in hopes that they would feel more confident in exploring lower levels. THAT THEY HAVE REFUSED TO DO, AND NOW THEY HAVE ABOUT THREE QUARTERS OF THE 1ST LEVEL MAPPED, AND ONLY A 3RD LEVEL M-U AND HIS GUARDS, A BAND OF GOBLIN SLAVERS, PLUS THE TWO COMPLEXES IN WHICH THE OLD GUARD KOBOLDS HOLD REMAIN AS ACTIVE ENCOUNTERS.

You are correct about the power of the PCs. I am using original D&D rules with only some few additions, so HPs and spells are limited drastically at 1st level. (At the time when those rules were written, it was assumed a typical adventuring party would have about 8 PCs plus as many hired men-at-arms;)

cheers,
Gary

Col_Pladoh

Friday, 19th November, 2004, 04:59 PM

Quote:

Originally Posted by **grodog**

Gary---

How about a general update on your current writing projects, and what books you have in the pipeline, with release dates? Christmas is coming, and I'd like some new Gygax and Kuntz under the tree! :D

Not much going on here, actually. I am very slowly developing the upper works of Castle Zagyg and standing by to prepare springboards for Alchemic Dream's Light & Dark MMP game. However...

A slug of product is in the pipeline from Troll lord Games, www.trolllord.com.

This includes the Legendary Adventure Essentials set, Hall of Many Panes in dual D20/LA system, part one of Castle Zagyg (the campaign setting), and new Gygaxian Fantasy Worlds titles in progress of being written. As well as that I have a half-dozen mss. standing by awaiting the call for submission.

Anyway, the LA Essentials, HoMP, and Castle Zagyg, Yggsburg, Part One might make pre-Christmas release.

BTW, the Trolls will eventually be publishing my 3-5 player board/card game, King of England-King of France. No release date set yet, but I have turned over the complete game ms. to them:)

Cheers,
Gary

Col_Pladoh

Friday, 19th November, 2004, 05:07 PM

Quote:

Originally Posted by Andrew D. Gable

You may have addressed this question before, Gary, but there is a discussion going on about where exactly the lich originated. I'm inclined to say the lich/phylactery was based on Sauron/Ring and others have guessed it was based on the Russian Koschei. Where did you come up with these guys? One of these sources, or somewhere else?

Howdy!

The AD&D lich was inspired by the stories of Robert E. Howard. There was no model for the monster to be found in the works of JRRT. I can't say what other sources I drew from when imagining and creating the lich, for I have read so much recalling odd bits that went into the creation is nigh unto impossible without spending a lot of time going back and checking on authored fiction and folklore sources I have--my collection of books in paperback and hardbound editions numbers many thousands and they are spread from basement to attic nowadays. As new books come in the older ones get moved to progressively less-accessible locations :uhoh:

Cheers,
Gary

Col_Pladoh

Friday, 19th November, 2004, 05:18 PM

Quote:

Originally Posted by dead

Hi Gazza,

After you left TSR, the company released some atrocious Greyhawk material (for example, WG7 Castle Greyhak). Was this a coincidence or a retaliitory attack against you?

All I can do is speculate, but knowing Lorraine Williams, I would tend to go with the spate of wretched WoG material being done as retaliitory ;)

Quote:

Also, after you left TSR, you finished the Gord the Rogue books. At the end of the cycle, Oerth bites the bullet. Was this your way of saying that Greyhawk is dead and that fans should turn away from TSR's version with disdain?

More my way of saying that since TSR had killed the setting with trash releases, it was time to wipe out the shame by obliterating the setting. Of course, I left a means of restoring it hidden within in the Gord story saga...

Quote:

So . . . in other words, did TSR release the Invoked Devestation (WG7 and others) and you respond in kind with the Rain of Colorless Fire (the final Gord book).

Not an inappropriate analogy.

Quote:

Besides that, what long-term campaigns are you running at the moment? How many? What systems are you using? Do you have a D&D 3E campaign on the go?

Thanks. :)

Basically, I have a Legendary Adventure campaign that has been running for about 10 years now. We break from that to play other systems. We did some C&C game play earlier in the year, and now the lads are playing slightly modified OD&D rules exploring the five original dungeon levels of Castle Greyhawk.

No 3E play here as I personally very much dislike the system.

cheers,
Gary

Col_Pladoh

Friday, 19th November, 2004, 05:41 PM

Quote:

*Originally Posted by **shock the monkey***

Colonel_Pladoh,

I'm glad to hear you are recovering and writing. I've always felt there is no better incentive for one's health than to have a purpose to keep you going.

If you don't mind, I have a few questions, ones that I'm sure have been asked before, but since I can't find any record of them, I'll let fly with them here:

1) How much of Castle Zagyg has been completed? Are you in the editing phase and, if so, how many parts of the adventure can we expect to see in the coming year?

Hi Shock',

The actual castle and its levels are just now being drafted. you can look for the material in about a year from now, most likely. After that part there will be a series of collected dungeon levels, each batch covering deeper delvings.

Quote:

2) I know this is a touchy subject for you, so forgive me for asking, but how difficult would it be to convert the series to Greyhawk? Like many of your fans, I would like to experience your masterpiece in its original context. Would I be better off placing the castle near Greyhawk city, or using the city that accompanies the module?

Take a close look at the material in Yggsburgh, then decide for yourself. With Rob's Dark chateau module added, there should be at least a year's adventuring therein without the castle-dungeons material.

Quote:

3) Have you expanded upon ideas originally present in Zagyg's Castle or have you remained true to the original design?

Rather think of the new version is more developed and refined for use by all GMs...

Quote:

4) I know that Zagyg's Castle has been designed for the Troll Lord's system, but if you could choose an alternate set of rules, which of the following would you recommend for your masterpiece: OD&D, Basic D&D, AD&D, or another more recent version of D&D? Again, forgive the sacrilige of my questions.

My choice would be original AD&D :cool:

Quote:

5) Now that you're knee deep into the adventure (perhaps nearing, or having reached the end), have you gained a new perspective over the module? Can you point to some elements of the adventure which made it so unique as to be honored in gaming legend?

Heh, and you have attributed far more progress that we have made in the development of the castle-dungeons area. there remains about two man-years of design and writing yet to be done.

Quote:

Thanks in advance for any response. Here's hoping your health improves,

Shock the Monkey

Thank you, amigo, and I'll settle for my health not deteriorating further :eek:

cheers,
Gary

Col_Pladoh

Friday, 19th November, 2004, 05:50 PM

Quote:

*Originally Posted by **grodog***

While you're updating us, Gary, do you have any news to share on the Gord story reissues?

The problems in the comic book field have pretty well put the damper on the Gord the Rogue illustrated novels. I have not heard anything positive from the prospective publisher since last spring :] When the new year rolls around i hope to get a final decision. If the project is dead, then I will begin shopping for a publisher to re-issue the seven books.

Quote:

*Also, do you any plans to update **Role-Playing Mastery** and **Master of the Game**? The industry has changed a lot since the late 80s, along with the types of online rpg available (PC rpgs through EverQuest through MUDs/MOOs/MUSHes/MMORPGs).*

No, that would require a publisher asking for such revision...and a publishing contract. One thing, though. PC games are NOT really RPGs at all,

To whom does one role-play? They are nothing but seek and destroy missions with a little problem solving tossed in. not to say that isn't a lot of fun!

Cheers,
Gary

Henry

Friday, 19th November, 2004, 05:51 PM

Quote:

Originally Posted by Col_Pladoh

...there remains about two man-years of design and writing yet to be done.... Thank you, amigo, and I'll settle for my health not deteriorating further :eek:

cheers,
Gary

...And as I said about this time last year, I've got the Scroll of Resurrection prepped and ready. We've waited this long, and you're not backing out now. :D

Seriously, Gary, keep good care of yourself. As good as living the good life is, it's not the same without papa G.

-Henry

Col_Pladoh

Friday, 19th November, 2004, 06:03 PM

Quote:

Originally Posted by fairylover

Col. PD,

Could you give some insight into the character Bucknard? I suspect (and fear) that he may have been a more or less "random" name assigned to a magic item (the ever-so-handy everfull pouch) to give it color. Did you ever think about Bucknard's background, life or exploits?

FL

Bucknard was an NPC I created out of whole cloth. He was based on a neighbor of mine when I was a lad, a Mr. Bucknall. He had a great garden, an apple tree with five different kinds of apples, and he knew astronomy well, assisted me with my 100 power telescope. He did use a small change purse, and from it he would extract a small coin to give to me now and again;)

Cheers,
Gary

Col_Pladoh

Friday, 19th November, 2004, 06:15 PM

Quote:

Originally Posted by Henry

...And as I said about this time last year, I've got the Scroll of Resurrection prepped and ready. We've waited this long, and you're not backing out now. :D

Seriously, Gary, keep good care of yourself. As good as living the good life is, it's not the same without papa G.

-Henry

Thanks Kindly, Henry:)

Just as a general FYI, I was not ignoring this thread. My ISP had some problems back in late October, and a lot of my email was lost. Evidently a tickler prompting me to respond to a post on this thread was amongst them. Grodog emailed me to pay attention, so here I am!

Now I need to hurry up and clear off a couple of email messages, then go to lunch with my wife. Gail is taking me to a good Chinese restaurant, Moy's, in nearby Elkhorn Wisconsin. The hot and sour soup there is killer!

Ciao,
Gary

Piratecat

Friday, 19th November, 2004, 06:25 PM

Gary, it's wonderful to see you back. I'm going to give you Community Supporter status here - that'll give you a custom title (customizable through "my account"), let you search (more useful in 2 months when the new server is up and running), and a few other things. Please consider it a small thank you from all of us for your kindness in answering a slew of questions. :D

BradfordFerguson

Friday, 19th November, 2004, 06:33 PM

Questions for you...

Gary,

- 1) If you could REMOVE one thing about the 3rd Edition D&D rules, what would you strip out and why?
- 2) Eventually, down the road we will see a 4th Edition of D&D, if you could recommend one thing to WotC, what would you recommend and why?
- 3) How did Castles and Crusades work out when your group played it.

warlord

Saturday, 20th November, 2004, 06:39 AM

Gary, all I want to say is thank you for giving the world D&D and RPGs in general.

Thank you,

Nick Tschida, D&D gamer for life, age:16

Col_Pladoh

Sunday, 28th November, 2004, 07:52 PM

Quote:

Originally Posted by Henry

...And as I said about this time last year, I've got the Scroll of Resurrection prepped and ready. We've waited this long, and you're not backing out now. :D

Seriously, Gary, keep good care of yourself. As good as living the good life is, it's not the same without papa G.

-Henry

Thanks, Henry,

Wish I could use that scroll for my oldest friend, David W. Dimery who passed away last Monday. Dave was head of advertising for TSR for a number of years, and the animated spokesman "Morley the Wizard" was his creation.

Naturally, I haven't been doing much in the way of game work since...

Christmas best,
Gary

Col_Pladoh

Sunday, 28th November, 2004, 07:56 PM

Quote:

Originally Posted by Piratecat

Gary, it's wonderful to see you back. I'm going to give you Community Supporter status here - that'll give you a custom title (customizable through "my account"), let you search (more useful in 2 months when the new server is up and running), and a few other things. Please consider it a small thank you from all of us for your kindness in answering a slew of questions. :D

Thank you kindly, Piratecat!

what i do wish would happen is that the automated notice of post being made to this thread would hit my inbox. I searched for the threat on a hunch, and sure enough, unanswered messages.

Sorry, and I have no idea what is causing the problem. I even turned my SPAM filter off.

Christmas cheer,
Gary

Col_Pladoh

Sunday, 28th November, 2004, 08:02 PM

Quote:

Originally Posted by BradfordFerguson

Gary,

1) If you could REMOVE one thing about the 3rd Edition D&D rules, what would you strip out and why?

2) Eventually, down the road we will see a 4th Edition of D&D, if you could recommend one thing to WotC, what would you recommend and why?

3) How did Castles and Crusades work out when your group played it.

Howdy Bradford,

As someone not intimately familiar with new D&D, I do not feel qualified to comment. If I was overseeing a new version, I would surely alter the

XP system, replace it with something a bit more contemporary, and thieves would surely gain points from treasure taken ;)

We played the C&C material for about two months and the crew had a blast. We stopped because I wanted them to get into my old D&D dungeon levels, so that's what we are playing now. After they have penetrated to the 5th level, the bottom of the abbreviated maze, we will return to the Lejendary Adventure system.

Christmas best,
Gary

Ankh-Morpork Guard

Sunday, 28th November, 2004, 08:04 PM

Quote:

*Originally Posted by **Col_Pladoh***

Thank you kindly, Piratecat!

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Sorry, and I have no idea what is causing the problem. I even turned my SPAM filter off.

Christmas cheer,
Gary

I can field that one. E-mail notification has been turned off until the new server. Its supposed to be back once we get the new one, though. :)

And I don't have a question, just wanted to say thanks for doing these threads! I've followed them all and love it!

Thanks for doing all this!
-Graham

Col_Pladoh

Sunday, 28th November, 2004, 08:05 PM

Quote:

*Originally Posted by **warlord***

Gary, all I want to say is thank you for giving the world D&D and RPGs in general.

Thank you,

Nick Tschida, D&D gamer for life, age:16

Nick,

Welcome of course. You know that I had a whole lot of fun writing all that game material and related yarns. I still love the work, but old age creeping up has slowed me down to only a tithe of what I could formerly do.

Happy Christmas,
Gary

Col_Pladoh

Sunday, 28th November, 2004, 08:08 PM

Quote:

*Originally Posted by **Ankh-Morpork Guard***

I can field that one. E-mail notification has been turned off until the new server. Its supposed to be back once we get the new one, though. :)

And I don't have a question, just wanted to say thanks for doing these threads! I've followed them all and love it!

Thanks for doing all this!
-Graham

So!

Well, I will take my complaint directly to the giant turtle then, so expect trouble there on diskworld :eek:

Heh, and Christmas best,
GaRY

Michael Morris

Sunday, 28th November, 2004, 08:16 PM

Quote:

*Originally Posted by **Col_Pladoh***

Thank you kindly, Piratecat!

what i do wish would happen is that the automated notice of poste being made to this thread would hit my inbox. I searched for the threat on a hunch, and sure enough, unanswered messages.

Sorry, and I have no idea what is causing the problem. I even turned my SPAM filter off.

*Christmas cheer,
Gary*

The old server is straining to carry us one more month - and to keep the girl moving we turned the email functions off. They are slated to be turned back on after the upgrade.

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Gary Gygax Q&A: part VII

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Frost

Thursday, 2nd December, 2004, 05:30 AM

Homp

Mr. Gygax,

I just wanted to say hello and thanks for giving us such a wonderful game. I'm greatly looking forward to the Hall of Many Panes. Any teasers you can toss out about that one?

Take care,
Frost**T. Foster**

Thursday, 2nd December, 2004, 09:16 PM

Hi Gary,

I've got another OD&D (1974) related question for you. Looking at TSR's original D&D character record sheets from 1975-76 (as posted at [The Acaeum](#)) I see that there's no space on the sheet to record the character's hit points. Is this just an error/oversight on those sheets, or is it evidence that (as some people have suggested) character hit points in those days weren't a permanent cumulative number like they are in later editions but were instead periodically re-rolled (either at every new level or every session or perhaps even every combat)? And if hit points weren't a transient number and were cumulative (like they are now) then how were anomalies like the fact that fighters go from 1+1 hit dice at Veteran (1st level) to 2 hit dice at Warrior (2nd level) resolved? Did the player roll 1d6-1 or what?

Regards,

ColonelHardisson

Friday, 3rd December, 2004, 01:10 AM

Hi Gary -

Here's a question I haven't seen yet, but perhaps it's been asked and I haven't seen it. Is there a comprehensive bibliography of your work out there somewhere? It'd be great to see a fully updated list of your output.

Virel

Friday, 3rd December, 2004, 03:03 AM

A question about the 1st ed AD&D or OAD&D Sleep spell

Gary,

In early 1980's when my group started playing 1st ed AD&D or as you say OAD&D, we had the following question come up based on the way the sleep spell is worded. We were unsure of how the spell was intended to work. We scoured the Players Hand Book and the note in DMG on page 45. Most of us assumed this note meant the caster did not get to specifically pick which of the possible multiple targets were effected, that this would be determined by level/HD and baring that randomly. Others insisted the caster could pick and choose who was or wasn't effected as the caster desired mixing and matching among the levels or hit dice involved as long as the total wasn't exceeded.

Say a sleep spell is cast at a group of ten characters, say four fighters all 1st level, two clerics both 2nd level, two magic users both 2nd level and two thieves both 1st level. The dice indicate a total of 6 one HD creatures or levels can be effected. All of the targets are with very close together and within range and area of effect.

Can the caster specifically select the six creatures or six levels he or she wants to be effected?

Can the caster specifically designate: one wizard the one to the right, one cleric the one of the left, two fighters in the front rank he wants effect but declare the spell will not effect the two fighters in the rear rank, the wizard on the left, the cleric on the right, and two thieves?

Or would who is effected be determined by lowest level/HD first in the group until all of the levels effected were used up?

Allowing the caster to pick and choose who was and wasn't effected with in a group seemed too powerful for a 1st level spell to some of us (DM's) and about right to some of the others (players).

How do you resolve the effects of the sleep spell in the above circumstance?

Thank You, and thank for 20+ years of gaming fun with 1st ed AD&D. Thank you for GreyHawk. My version of GreyHawk is nicknamed "the Celene Campagin" as my players tend toward playing elves. It was active between 1980-1995 and is back in full swing again now in 2004.

Looking forward to your new works with Troll Lords and adapting them to the campagin.

dead

Friday, 3rd December, 2004, 05:14 AM

Dear Gary,

Have you been proud of *all* of your role-playing creations?

Were you proud of Dangerous Journeys? Are you disappointed that it didn't fully mature?

Dangerous Journeys was criticised as a very, very complex system. Is this one reason you decided to make LA a simple system?

Was DJ a learning curve for you? You state in the foreword of LA (I think) that you made the system simple to attract new gamers. Did you find new gamers a little intimidated by Dangerous Journeys and, thus, decided to develop a simple system?

Do you have a lot more rules in your home campaign for LA than is published. Dangerous Journeys and the 1E DMG would suggest that your game was (once) backed up by a lot of rules.

With the evolution of RPGs, do you play much differently *now* in style as opposed to the old days of 1E AD&D?

Do you use miniatures and a battlemat for your LA game?

Thankyou.

Anabstercorian

Friday, 3rd December, 2004, 08:27 AM

I'd like to get your opinion on something.

One of the trends I'm noticing - indeed, heavily and gleefully contributing to - is a whole new level of customizability in character concepts in 3e DnD. Wizards, rogues, fighters, clerics are being more or less discarded in favour of lancers, pugilists, shifters, duelists, dragon disciples, thaumaturgists, animators, golem sculptors, keepers of epics, bright sages of the high mountain, dark bearers of the six sinful secrets, and so forth.

On the one hand, this allows players to generally muck about with their characters until they're something they're very happy with. On the other hand, this can do catastrophic things to game balance if not done cautiously and makes every game of DnD VERY different from every other.

How do you feel about this? Do you think this level of customizability in theme and archetype is good, or bad, for a game?

RFisher

Friday, 10th December, 2004, 04:33 PM

Quote:

Originally Posted by Col_Pladoh

now the lads are playing slightly modified OD&D rules exploring the five original dungeon levels of Castle Greyhawk.

Can you tell us a bit about those modifications?

Are you playing with just the original 3 booklets, or are you using stuff from the supplements as well?

Any particular reason why you choose OD&D & not OAD&D?

Sir Elton

Friday, 10th December, 2004, 04:40 PM

Hello Gary,

I'm glad you're back. I got Gary Gygax's *Inside* and your introduction was great! However, strangely, it's the same advice I got in other books, just written in a different style. The only thing missing, however, was the promised Value of Metals chart. Is there any chance of TLG posting the Chart on their website for download?

:)

khyron1144

Saturday, 25th December, 2004, 03:59 AM

Hello Mr. Gygax,

I think I posted a question earlier about your feelings on your name being used as an adjective and one regarding a ferret, but I'm having trouble tracking down the thread in question. That's an irrelevant side issue, but I believe in making sure that people remember me.

Thanks for your answers to those questions by the by.

I recently started rereading my 1e hardbacks and was looking at the Hammer of Thunderbolts/ Girdle of Giant Strength/ Gauntlets of Ogre Power combo. It looks like you can add together the damage bonuses for the Gauntlets and Girdle, even though they both provide a magical bonus to Strength. It also looks like you add those damage bonuses together to determine the Hammer's throwing range.

This brings up an interesting question:

In my campaign world there are magical pools that bestow permanent ability score increases (only usable once per character, only one pool per ability score in the whole world). What happens if a character who already has a "giant" Strength from a magic pool gets the Gauntlets/ Girdle/ Hammer combo?

I just bought a copy of *Unearthed Arcana* at the used book store for \$12.50 on Monday. I've only just started reading it, but it is a most interesting book of additional rules. I would especially like to thank you (or whoever) for the Nomenclature of Pole Arms chapter.

EyeforanEye2

Monday, 27th December, 2004, 11:53 PM

I been in the Marine Corps now 17 years and some change and I speak for those who continue to game within the enlisted rank structure. Despite the fact that D&D is frowned upon by the upper echelon in the Chain of Command, it is still one of the more popular past time hobbies of many a junior Marine or Sailor...

As a long time gamer of 27 years, i can only say thank you for what you have given the world. It was unique and still appreciated today by many.

Thanks...

A Marine 1stSgt who games...

Steverooo

Thursday, 30th December, 2004, 02:54 PM

Here's one...

...that you may or may not want to answer:

<http://www.enworld.org/forums/showpost.php?postcount=1>

grodog

Sunday, 2nd January, 2005, 01:53 AM

Hi Gary---

Over on Dragonsfoot, we're having an extensive discussion about when a 1e invisibility spell/potion ends:

1. The PC appears before the attack is physically attempted---hence drawing the sword, notching the bow, etc. cancels the invisibility and forces the PC to appear.
2. The PC appears during/after an attempted attack, whether the attack is successful or not; whether the PC appears in the nanosecond the attack begins or anytime during the follow-through stroke seems to be the center of debate. In either case, a drawn sword or notched bow does not cancel the invisibility, which ends only when the physical attack is attempted.
3. The PC remains invisible until after an offensive action has been attempted. This can be in the form of a spell or melee attack (or a pick pockets attempt??). The PC is invisible throughout the entire attack attempt. After the attempt is finished, whether successful or not, the PC becomes visible. If PC attempts an attack but misses, the PC still becomes visible. Or, after the offensive spell casting begins, the mage will become visible, whether the spell has any effect or not.
4. The PC does not appear until a **successful** attack has been made. If the PC attempts the attack but misses, the PC remains invisible. The original query raised by Paul Stormberg was whether or not an MU's invisibility would end after his attempted fireball spell was interrupted by a giant's hurled boulder.

Can you please clarify which option is correct?

Thanks :D

grodog

Monday, 10th January, 2005, 02:06 AM

Hi Gary---

What's the status of your MMORPG for LA---any news on that front?

Steel_Wind

Monday, 10th January, 2005, 07:04 AM

Hi Gary!

First off, thanks ever so much (may not be important for you to hear, but it's terribly important for me to say).

Secondly, I was wondering if you had the chance to read [George RR Martin's Song of Ice and Fire series](#), and if so, what you thought of them?

If you have not, (seeing as I think I owe you one), please let me recommend them. I read so little fantasy these days as I find so much of it tedious and unoriginal. Martin's works, happily, are the exception to the rule and a true diamond-in-the-rough.

BOZ

Thursday, 13th January, 2005, 10:53 PM

bump

Nikosandros

Thursday, 13th January, 2005, 11:32 PM

Quote:

Originally Posted by Col_Pladoh

All I can do is speculate, but knowing Lorrane williams, I would tend to go with the spate of wretched WoG material being done as retaliatory ;)

More my way of saying that since T\$R had killed the setting with trash releases, it was time to wipe out the shame by obliterating the setting. Of course, I left a means of restoring it hidden within in the Gord story saga...

Hi,

could you expound on those hidden means?

Thanks! :D

Steel_Wind

Wednesday, 19th January, 2005, 02:20 AM

shameless *bump*

the_bruiser

Wednesday, 19th January, 2005, 03:02 AM

Quote:

*Originally Posted by **Col_Pladoh***

No 3E play here as I personally very much dislike the system.

*cheers,
Gary*

Wow. I won't bore you by going on and on about how much joy I've gotten from D&D, but I do want to say thanks. It's affected my life in some great ways, including better confidence in speaking, quick-thinking, responding to interpersonal situations - in other words, it's been great not just while I'm playing but has indirectly but meaningfully improved the quality of my life. So, err, thanks :).

Anyway, this statement above grabbed my attention. The reasons might be widely known, so my apologies if I'm asking you to explain something for the 10th time. I've been playing since the early 80s, and to me 3E seemed such a clear improvement - standardized task resolution, clarified magic item creation processes, manageable skill ratings, ability to take character skill development in unexpected directions via new classes, linear attribute bonuses, etc. - that I wonder what it is that you dislike so strongly. Of course, maybe those are the same things you hate and it's simply a matter of taste? I've heard so many people talk about 'flavor' in denigrating 3E, but it's something I've never understood, as to me the DM has always been the determinant of that largely independent of the system - is this a part of your thought process?

Please be clear that I'm not putting early versions down, I've loved 'em all. Any additional color on your above point would be greatly appreciated. As always, best wishes in future endeavors and on your continuing health and prosperity.

Akrasia

Wednesday, 19th January, 2005, 08:34 AM

Is the Colonel still checking this thread, or is he too busy working on Castle Zagyg? If so, please continue good sir!
(Wipes drool from face at the thought of it finally being published.)

:D

BOZ

Wednesday, 19th January, 2005, 11:20 PM

he hasn't responded in awhile, so my guess is "busy". :)

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Gary Gygax Q&A: part VII

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Steveoooo

Thursday, 20th January, 2005, 07:37 AM

Gary had computer problems, a while back, and is still offline, as far as I know.

Col_Pladoh

Thursday, 20th January, 2005, 07:34 PM

Quote:

Originally Posted by Frost

Mr. Gygax,

I just wanted to say hello and thanks for giving us such a wonderful game. I'm greatly looking forward to the Hall of Many Panes. Any teasers you can toss out about that one?

*Take care,
Frost*

Howdy!

First of a string of replies I will post here:)

Not getting email notice of posts is definately a hinderance! By way of explanation, since my various health incidents, my energy level is very low, and I tire out after about an hour of work--likely from the several midications I must take twice daily. Thus, I am not as active online, or anywhere else, as I was last spring.

The Hall of Many Panes is in final layout, and I am told Darlene is working on it. Likely it will be released in the spring. The delay is because of the changes required to meet the current D20 license.

As for hints, I can only say that the adventure is set up so as to place the party in the location of the panes, pretty well for the duration--with a couple of outs possible at intervals, but they are obviously not desirable. Otherwise, the team will be isolated for the duration of the quest, and the many places they must go to and win through to continue on. My group played for a year, and they were quite skillful in their handling of all but a few of the dozens of scenarios they had to face.

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 07:40 PM

Quote:

Originally Posted by T. Foster

Hi Gary,

I've got another OD&D (1974) related question for you. Looking at TSR's original D&D character record sheets from 1975-76 (as posted at The Acaeum) I see that there's no space on the sheet to record the character's hit points. Is this just an error/oversight on those sheets, or is it evidence that (as some people have suggested) character hit points in those days weren't a permanent cumulative number like they are in later editions but were instead periodically re-rolled (either at every new level or every session or perhaps even every combat)? And if hit points weren't a transient number and were cumulative (like they are now) then how were anomalies like the fact that fighters go from 1+1 hit dice at Veteran (1st level) to 2 hit dice at Warrior (2nd level) resolved? Did the player roll 1d6-1 or what?

Regards,

Short answer. The lack of a place for recording HPs was an oversight in composition. Everyone I know of kept hit points as rolled. the additional points rolled by fighters were just a d6 with no reduction. why take away a bonus? The 2 HD indicated don't say that there must be no addition...

And the edit is a case of my haste making waste:(

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 07:47 PM

Removed post.

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 07:50 PM

Removed post.

Cheers,
Gary

fusangite

Thursday, 20th January, 2005, 07:50 PM

Welcome back Gary! I'm sure I'm just the first of a chorus of wishes for your good health.

I know you're quite backlogged in this thread but, when you get to it, I'm wondering if you would be willing to comment on how you saw the Monk class as working when it first appeared in the core rules.

Did you imagine monks living in the same societies as characters of classes like the Paladin and Druid or did you see the Monks as part of an Oriental civilization that was separate from but in contact with the civilization that produced Paladins and Druids?

Col_Pladoh

Thursday, 20th January, 2005, 08:05 PM

Quote:

Originally Posted by ColonelHardisson

Hi Gary -

Here's a question I haven't seen yet, but perhaps it's been asked and I haven't seen it. Is there a comprehensive bibliography of your work out there somewhere? It'd be great to see a fully updated list of your output.

Hi Colonel!

the only such list I know of is one I keep in my long bio--not all articles but the more substantial works. It is updated by me every few months, and there's still a lot of material in the publication pipeline, so i'll have to do that soon. It doesn't have LA Essentials, the Hall of Many Panes, or additions to the Gygaxian Fantasy Worlds reference book series that are coming this year. Fact is, I don't think it has the Castle Zagyg campaign module on it, but I haven't sent the bio out for some months.

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 08:11 PM

Quote:

Originally Posted by Virel

Gary,

In early 1980's when my group started playing 1st ed AD&D or as you say OAD&D, we had the following question come up based on the way the sleep spell is worded. We were unsure of how the spell was intended to work. We scoured the Players Hand Book and the note in DMG on page 45. Most of us assumed this note meant the caster did not get to specifically pick which of the possible multiple targets were effected, that this would be determined by level/HD and barring that randomly. Others insisted the caster could pick and choose who was or wasn't effected as the caster desired mixing and matching among the levels or hit dice involved as long as the total wasn't exceeded.

The caster did not get to choose amongst multiple targets when a sleep spell was used.

Quote:

Say a sleep spell is cast at a group of ten characters, say four fighters all 1st level, two clerics both 2nd level, two magic users both 2nd level and two thieves both 1st level. The dice indicate a total of 6 one HD creatures or levels can be effected. All of the targets are with very close together and with in range and area of effect.

Can the caster specifically select the six creatures or six levels he or she wants to be effected?

No. Six of the 1st level NPCs would be affected at random.

Quote:

Can the caster specifically designate: one wizard the one to the right, one cleric the one of the left, two fighters in the front rank he wants effect but declare the spell will not effect the two fighters in the rear rank, the wizard on the left, the cleric on the right, and two thieves?

No.

Quote:

Or would who is effected be determined by lowest level/HD first in the group until all of the levels effected were used up?

Just so,

Quote:

Allowing the caster to pick and choose who was and wasn't effect with in a group seemed too powerful for a 1st level spell to some of us (DM's) and about right to some of the others (players).

Agreed.

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 08:26 PM

Quote:

*Originally Posted by **dead***

Dear Gary,

*Have you been proud of *all* of your role-playing creations?*

Yes, but with varying degrees of satisfaction.

Quote:

Were you proud of Dangerous Journeys? Are you disappointed that it didn't fully mature?

Indeed, and the complete, multi-genre series planned for the system would have been a sum greater than any single part of it, so that was a disappointment.

Quote:

Dangerous Journeys was criticised as a very, very complex system. Is this one reason you decided to make LA a simple system?

No, I did the LA game as it was because I had done a highly complex one, and I felt that the rules-light approach was preferable to encourage freedom in play.

Quote:

Was DJ a learning curve for you? You state in the foreword of LA (I think) that you made the system simple to attract new gamers. Did you find new gamers a little intimidated by Dangerous Journeys and, thus, decided to develop a simple system?

I hope to learn something every day;) As for intimidation, most RPGs, even the most simple ones, tend to do that to newbies. I do wish to bring young people into the RPG hobby, of course.

Quote:

Do you have a lot more rules in your home campaign for LA than is published. Dangerous Journeys and the 1E DMG would suggest that your game was (once) backed up by a lot of rules.

Actually no, and we seldom look at the LA core rules books when we play. about the only additions coming--outside the addition of Shamanism & Witchery abilities and all that goes with thatm, are a few rules clarifications, a handful of new ones, and lots more in the way of spells and magic items--powers and extraordinary items in the proper patois for the game. There are new creatures and additions to the attack rules for them so as to beef of the Avatars' opposition, of course. Troll lord Games has all of those mss now.

Quote:

*With the evolution of RPGs, do you play much differently *now* in style as opposed to the old days of 1E AD&D?*

Actually, I am playing some OD&D and OAD&D recently, and I DM just about as I did over 30 years back.

Quote:

Do you use miniatures and a battlemat for your LA game?

Not usually. Dice on the table top serve well enough most of the time.

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 08:30 PM

Quote:

*Originally Posted by **Anabstercorian***

I'd like to get your opinion on something.

One of the trends I'm noticing - indeed, heavily and gleefully contributing to - is a whole new level of customizability in character concepts in 3e DnD. Wizards, rogues, fighters, clerics are being more or less discarded in favour of lashers, pugilists, shifters, duelists, dragon disciples, thaumaturgists, animators, golem sculptors, keepers of epics, bright sages of the high mountain, dark bearers of the six sinful secrets, and so forth.

On the one hand, this allows players to generally muck about with their characters until they're something they're very happy with. On the other hand, this can do catastrophic things to game balance if not done cautiously and makes every game of DnD VERY different from every other.

How do you feel about this? Do you think this level of customizability in theme and archetype is good, or bad, for a game?

Heh,

And I believe that the archetype that's central to a character class system has been lost--along with much more--in the new system. That's about all I'll venture other than to opine that to customize characters, one needs to use a skill base.

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 08:37 PM

Quote:

Originally Posted by RFisher

Can you tell us a bit about those modifications?

Are you playing with just the original 3 booklets, or are you using stuff from the supplements as well?

Any particular reason why you choose OD&D & not OAD&D?

In brief: We are using the three booklets. HP rolls are re-done if a 1 comes up. Fighters add +1 per die, and all PCs add +1 if their Con is above 14. Fighters add +1 damage for Str above 14. Dex does not affect AC just missile attacks. That's about it.

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 08:49 PM

Quote:

Originally Posted by Sir Elton

Hello Gary,

I'm glad you're back. I got Gary Gygax's Insidae and your introduction was great! However, strangely, it's the same advice I got in other books, just written in a different style. The only thing missing, however, was the promised Value of Metals chart. Is there any chance of TLG posting the Chart on their website for download?

:)

The advice in the introduction is for building a campaign world, so it has many common elements from book to book. that i offered in insidae was aimed at creating adventure plots, of course.

I wasn't aware that the Trolls had not furnished a Value of Metals table, as that's pretty standard for the La monetray system. You should email them about the lack if this doesn't cover things:

Gold: \$500/ounce (coin metal)
Silver: \$10/ounce (coin metal)
Copper: \$1/ounce (coin metal)
Bronze: \$10/pound
Iridium, pure: \$850/ounce
Lead, pure ingot: \$3/pound
Nickel, pure ingot: \$30/pound
Platinum, pure: \$750/ounce
Tin, pure ingot: \$5/pound.
Titanium, pure: \$1,000/ounce

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 08:59 PM

Quote:

Originally Posted by khyron1144

Hello Mr. Gygax,

...

I recently started rereading my 1e hardbacks and was looking at the Hammer of Thunderbolts/ Girdle of Giant Strength/ Gauntlets of Ogre Power combo. It looks like you can add together the damage bonuses for the Gauntlets and Girdle, even though they both provide a magical bonus to Strength. It also looks like you add those damage bonuses together to determine the Hammer's throwing range.

This brings up an interesting question:

In my campaign world there are magical pools that bestow permanent ability score increases (only usable once per character, only one pool per ability score in the whole world). What happens if a character who already has a "giant" Strength from a magic pool gets the Gauntlets/ Girdle/ Hammer combo?

...

Howdy!

So many posts to answer I must be brief.

Right about the cululative additions for the hammer, girdle, and gauntlets. They make a fighter almost as lethal as a mage;)

Using magical equipment enhancements is fine, but that is useless if the increase doesn't add anything to a character because he is already at or above the level of the enhancement. A giant-sized Girdle of Storm Giant Strength doesn't add a thing to a storm giant, except maybe for looking good with a natty new waist cincher...

cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 09:07 PM

Quote:

Originally Posted by **EyeforanEye2**

I been in the Marine Corps now 17 years and some change and I speak for those who continue to game within the enlisted rank structure. Despite the fact that D&D is frowned upon by the upper echelon in the Chain of Command, it is still one of the more popular past time hobbies of many a junior Marine or Sailor...

As a long time gamer of 27 years, i can only say thank you for what you have given the world. It was unique and still appreciated today by many.

Thanks...

A Marine 1stSgt who games...

Well Dang:)

My son Luke was in Desert Storm with the 1st Armored, and they played D&D there.

Not too long ago I heard from a Marine Sgt. Major who had played for years, and the young S/Sgt recruiter that called here to talk to my son Alex (age 18) was also a player :lol:

So thanks, 1st Sgt, for the good word. I do believe that the officers would benefit from some RPG activity too.

Heh,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 09:12 PM

Quote:

Originally Posted by **Stevero00**

...that you may or may not want to answer:

<http://www.enworld.org/forums/showpo...59&postcount=1>

That's such a load of manure that i wouldn't waste time responding. the fellow is either delusional or a congenital liar. Real spell components indeed! As if there were real spells... Of course, a legume does usually produce a gust of wind :lol:

The magic is the game is as real as the weapons, gold, and monsters. Talk about not being able to distinguish fantasy from reality!

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 09:18 PM

Quote:

Originally Posted by **grodog**

Hi Gary---

Over on Dragonsfoot, we're having an extensive discussion about when a 1e invisibility spell/potion ends:

1. The PC appears before the attack is physically attempted--hence drawing the sword, notching the bow, etc. cancels the invisibility and forces the PC to appear.
2. The PC appears during/after an attempted attack, whether the attack is successful or not; whether the PC appears in the nanosecond the attack begins or anytime during the follow-through stroke seems to be the center of debate. In either case, a drawn sword or notched bow does not cancel the invisibility, which ends only when the physical attack is attempted.
3. The PC remains invisible until after an offensive action has been attempted. This can be in the form of a spell or melee attack (or a pick pockets attempt??). The PC is invisible throughout the entire attack attempt. After the attempt is finished, whether successful or not, the PC becomes visible. If PC attempts an attack but misses, the PC still becomes visible. Or, after the offensive spell casting begins, the mage will become visible, whether the spell has any effect or not.
4. The PC does not appear until a **successful** attack has been made. If the PC attempts the attack but misses, the PC remains invisible. The original query raised by Paul Stormberg was whether or not an MU's invisibility would end after his attempted fireball spell was interrupted by a giant's hurled boulder.

Can you please clarify which option is correct?

Thanks :D

Option #2 fits the bill perfectly. When in process of attacking, and that would include picking a pocket, the formerly invisible character appears, the dweomer of the invisibility spell being cancelled thus. the action takes place before anyone can do anything about it, but the attacker is visible and thereafter subject to counter-measures.

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 09:22 PM

Quote:

Originally Posted by **grodog**

Hi Gary---

What's the status of your MMORPG for LA---any news on that front?

The Dreams Interactive team is working on the LA Online game. The delay is due to lack of major financing, so they are doing "side projects" to keep the income flowing. There is interest from a major producer, but such negotiations seem to take forever.

We hope that the beta test will happen this year.

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 09:28 PM

Quote:

Originally Posted by **Steel_Wind**

Hi Gary!

First off, thanks ever so much (may not be important for you to hear, but it's terribly important for me to say).

Secondly, I was wondering if you had the chance to read George RR Martin's Song of Ice and Fire series, and if so, what you thought of them?

If you have not, (seeing as I think I owe you one), please let me recommend them. I read so little fantasy these days as I find so much of it tedious and unoriginal. Martin's works, happily, are the exception to the rule and a true diamond-in-the-rough.

Thanks for the tip:)

I am reading a book on Churchill's statesmanship and a David Drake SF novel after finishing all the "Judge Dee" mysteries.

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 09:33 PM

Quote:

Originally Posted by **Nikosandros**

Hi,

could you expound on those hidden means?

Thanks! :D

Yes, but I don't care to. That's my confidential creative material;)

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 09:39 PM

Quote:

*Originally Posted by **the_bruiser***

Wow. I won't bore you by going on and on about how much joy I've gotten from D&D, but I do want to say thanks. It's affected my life in some great ways, including better confidence in speaking, quick-thinking, responding to interpersonal situations - in other words, it's been great not just while I'm playing but has indirectly but meaningfully improved the quality of my life. So, err, thanks :).

Anyway, this statement above grabbed my attention. The reasons might be widely known, so my apologies if I'm asking you to explain something for the 10th time. I've been playing since the early 80s, and to me 3E seemed such a clear improvement - standardized task resolution, clarified magic item creation processes, manageable skill ratings, ability to take character skill development in unexpected directions via new classes, linear attribute bonuses, etc. - that I wonder what it is that you dislike so strongly. Of course, maybe those are the same things you hate and it's simply a matter of taste? I've heard so many people talk about 'flavor' in denigrating 3E, but it's something I've never understood, as to me the DM has always been the determinant of that largely independent of the system - is this a part of your thought process?

Please be clear that I'm not putting early versions down, I've loved 'em all. Any additional color on your above point would be greatly appreciated. As always, best wishes in future endeavors and on your continuing health and prosperity.

Actually, I think it inappropriate to knock new D&D on a website designed to promote the game. Suffice to say it isn't my cup of tea. If you are at all familiar with the Lejendary Adventure game system, you'll be able to compare and contrast. know quite well what I find positive in a RPG and what I don't enjoy.

Cheers,
Gary

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Gary Gygax Q&A: part VII

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Col_Pladoh

Thursday, 20th January, 2005, 09:44 PM

Quote:

Originally Posted by **Akrasia**

*Is the Colonel still checking this thread, or is he too busy working on [Castle Zagyg](#)? If so, please continue good sir!
(Wipes drool from face at the thought of it finally being published.)*

:D

Heh,

What I am doing mainly of late is spending a lot of time reading and relaxing--working maybe an hour or two a day. However, I'd have kept up here, but I wasn't getting any emails calling my attention to posts being made here.

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 09:49 PM

Quote:

Originally Posted by **Steverooo**

Gary had computer problems, a while back, and is still offline, as far as I know.

Stevelooo, you said it. I had my desktop loaded with working files, and that crashed my machine. I was offline and computerless for two weeks as my date was being recovered, a backup put into place, firewalls, and an external harddrive to save everything automatically. All worked well, though, and things are in fine shape now--save for the 100-200 SPAM emails I get daily. My Delete action is well exercised and very quick these days :uhoh:

Cheers,
Gary

Col_Pladoh

Thursday, 20th January, 2005, 10:03 PM

Quote:

Originally Posted by **fusangite**

Welcome back Gary! I'm sure I'm just the first of a chorus of wishes for your good health.

Thanks, and i can use all such:)

Quote:

I know you're quite backlogged in this thread but, when you get to it, I'm wondering if you would be willing to comment on how you saw the Monk class as working when it first appeared in the core rules.

Did you imagine monks living in the same societies as characters of classes like the Paladin and Druid or did you see the Monks as part of an Oriental civilization that was separate from but in contact with the civilization that produced Paladins and Druids?

I must say that I enjoy posting, for it is almost as much fun as shooting the breeze with fellow gamers in person...and I don't get out and about much these days...

Anyway, as to the original Monk class, I envisaged them mainly as wanderers from afar, some few being established in monasteries in the non-Oriental (or whatever name one might choose to describe a place of like cultures, states and societies). If you ever saw the TV series Kung Fu, that was rather the model I used for the monk PC as far as general interaction in the campaign--sans the racism.

So yes, the cultures and societies that produced Monk characters were quite different from the usual Western/Northern/Southern European models, but actually covered in the World of Greyhawk setting, for the far western states therein could well house some small number of such monastic warrior societies.

BTW, we never had more than about three Monk PCs in my campaign, those out of some 60-70 players over time, each with around two or three different PCs.

Cheers,
Gary

BOZ

Thursday, 20th January, 2005, 10:19 PM

glad to see you back, double-G. :)

Henry

Friday, 21st January, 2005, 01:19 AM

Gary, no questions, I just wanted to pop in and offer a quick wish for continued health. :)

grodog

Friday, 21st January, 2005, 04:31 AM

As always, Gary, thanks for the many answers you provide to the voracious appetite of we fans :D

I hope your health continues to improve, and that we'll be able to see you at some of the conventions this year: are you planning to attend the GAMA Trade Show, Origins, GenCon, or any other shows in 2005?

Col_Pladoh

Saturday, 22nd January, 2005, 04:22 PM

A Note for Steveroo

I noticed in another thread that you were looking for the email addy of Noj. Drop me an email, and I'll send it to you amigo. Jon is a great fellow, and he was offline for too long a time. It is good to have him back and writing adventure material again too :)

Gary

ggygax@genevaonline.com

Anabstercorian

Saturday, 29th January, 2005, 07:18 AM

OD&D

Dear Awesome Guy,

I'm considering starting an OD&D game, partly because I'm a little exasperated with the current edition of DnD (it's not you, Monte, it's me) and partly because I can download the Rules Cyclopedia and all the other supplements for the price of a new 3e book. However, there are a few house rules I'd like to check with you, and see what you think.

- 1) AC goes DOWN? What the frell? Reverse AC's so AC 0 = AC 20 and Thac0 is replaced with a base to hit bonus. I believe the 'base to hit' would be mathematically equivalent to 'Thac0' if the 'base to hit' were equal to 20, minus the Thac0, so that a Thac0 of 20 would be a +0 base to hit and a Thac0 of 0 would be a +20 base to hit, yes?
- 2) Is there any way you think I can beef up the value of Charisma, or do you think I'm incorrect in my presumption that it needs beefing?
- 3) Would I be inordinately wussing out if I allowed characters to re-roll stats until they got at least one 16 in a prime requisite score (or whatever is required for demihumans) so they can get a +10% experience bonus?
- 4) I'm planning to deal with the "well, there goes my Magic Missile for the day" problem of classes that suck a bit at lower levels by requiring everyone to have at least two characters, preferably of different classes, possibly more. Granted, they wouldn't all come out for every adventure, but it would give them the chance to round out their repertoire, and build a stable of 'spares' should some of their number fall to foolish play or bad luck.
- 5) Do you get experience points just for GETTING magical items? I remember something like that in the manual, but for the life of me I can't find it. The closest I can see is a warning not to give full XP value for the GP earned by people selling magical items to crazy rich people.

Col_Pladoh

Saturday, 29th January, 2005, 04:11 PM

Howdy Anabstercorian,

Hate to possibly disappoint you, but as the D&D game belongs to WotC, I really don't feel comfortable commenting on any aspect of it, from OD&D on through AD&D to the new version. About all I can offer is that whatever changes you make that seem right for you and your players are likely fine, but be prepared to alter things if something new doesn't work out in actual play.

Charisma can be made more meaningful by allowing it to function as a sort of limited Charm spell for humans and humanoids, perhaps with the one saving against its effect getting a +1 on the die for each point below 18 (to 15, or +3) of the character's score.

Cheers,
Gary

ColonelHardisson

Saturday, 29th January, 2005, 04:50 PM

Quote:

Originally Posted by Col_Pladoh

Hi Colonel!!

the only such list I know of is one I keep in my long bio--not all articles but the more substantial works. It is updated by me every few months, and there's still a lot of material in the publication pipeline, so I'll have to do that soon. It doesn't have LA Essentials, the Hall of Many Panes, or additions to the Gygaxian Fantasy Worlds reference book series that are coming this year. Fact is, I don't think it has the Castle Zagyg campaign module on it, but I haven't sent the bio out for some months.

*Cheers,
Gary*

Well, first, I just want to welcome you back and wish you good health. Second, thanks for the info. Let us know when an updated bio is available, please, if you would.

Y'know, I've been reading through Dave Hargrave's original "Arduin Grimoire" trilogy of late, and I was wondering what you thought of his work (assuming you're familiar with it, of course).

Anabstercorian

Saturday, 29th January, 2005, 04:51 PM

Quite alright, sir. I do have to say, it's a crying shame that you've been rendered so separated even from the editions of Dungeons and Dragons you had a direct hand in.

I may bother you for C&C advice at a later time, however, so do not lose heart! Your relevance is unscathed. :)

Col_Pladoh

Saturday, 29th January, 2005, 08:30 PM

Quote:

Originally Posted by ColonelHardisson

Well, first, I just want to welcome you back and wish you good health. Second, thanks for the info. Let us know when an updated bio is available, please, if you would.

Y'know, I've been reading through Dave Hargrave's original "Arduin Grimoire" trilogy of late, and I was wondering what you thought of his work (assuming you're familiar with it, of course).

Thanks Amigo,

I get to the long bio seldom, about twice a year when I need to supply it to someone for their article or like sort of work.

I never read the Arduin Groimoire in toto, but from those parts I did peruse I must confess I held in in no esteem...especially the part about baby fat.

Cheers,
Gary

ColonelHardisson

Saturday, 29th January, 2005, 10:37 PM

Quote:

Originally Posted by Col_Pladoh

I never read the Arduin Groimoire in toto, but from those parts I did peruse I must confess I held in in no esteem...especially the part about baby fat.

Hmmm...I must've missed *that* section!

By the way, I picked up a copy of the Lejendary Adventures "Essentials" boxed set recently released by Troll Lord. I'm intrigued. I put off picking up LA when I heard Troll Lord was going to release an edition of it. From what I gather, there will be a more weighty volume coming down the pike soon, is that correct? Does this edition vary much from the original?

Also by the way, I picked up the Castles & Crusades player's book, particularly because I had heard that you'd be doing some work for that game. It does harken back to D&D of old in many ways, and seems to be a fine game. I prefer a bit more rules detail in my games (you shoulda seen the phone-book thick house rules the guys I gamed with back in the early 80s had for 1e!), but C&C (and LA, at least "Essentials") seem well-suited for introducing newbs (of any age, but adults in my case) to RPGs. Anyway, I'm also looking forward to "Hall of Many Panes" and "Castle Zagyg," both of which sound like they're gonna be very much to my liking.

Col_Pladoh

Saturday, 29th January, 2005, 11:08 PM

Quote:

Originally Posted by ColonelHardisson

Hmmm...I must've missed that section!

It was in spell components, as I recall from my reading back c. 1979

Quote:

By the way, I picked up a copy of the Lejendary Adventures "Essentials" boxed set recently released by Troll Lord. I'm intrigued. I put off picking up LA when I heard Troll Lord was going to release an edition of it. From what I gather, there will be a more weighty volume coming down the pike soon, is that correct? Does this edition vary much from the original?

The LA Essentials game has the same rules as the complete system. Only some Abilities with many Powers, and spells for those Abilities included in the primer set are fewer too, and magic items are cut back because of space reasons.

The Trolls will be publishing a couple of core rules additions paperback books--adding game material, not more than a few pages of rules. Thereafter the five paperback books will be put together into a revised edition of the Lejendary Adventure game in three hardback books. Before that happens the supplement on Shamanism & Witchery, fun but optional to the system.

Quote:

Also by the way, I picked up the Castles & Crusades player's book, particularly because I had heard that you'd be doing some work for that game. It does harken back to D&D of old in many ways, and seems to be a fine game. I prefer a bit more rules detail in my games (you shoulda seen the phone-book thick house rules the guys I gamed with back in the early 80s had for 1e!), but C&C (and LA, at least "Essentials") seem well-suited for introducing newbs (of any age, but adults in my case) to RPGs. Anyway, I'm also looking forward to "Hall of Many Panes" and "Castle Zagyg," both of which sound like they're gonna be very much to my liking.

Heh, and the C&C rules are about as rules light as the LA game, and that's why I play it as readily as I do--mostly from OAD&D memory;)

The HOMP is a campaign setting that should take no fewer than 50-70 game sessions to complete and stretch the players' skills to the maximum.

CZ, Yggsburgh, Part One is a complex campaign setting for even longer term play. If I can ever get to feeling well enough to pick up design work again, the whole of the castle and dungeons will be the centerpiece for dungeon-crawl adventuring, of course. However, the base has a lot of scenario material, including several dungeon areas.

Cheers,
Gary

Krieg

Sunday, 30th January, 2005, 12:20 AM

Quote:

Originally Posted by Col_Pladoh

All worked well, though, and things are in fine shape now--save for the 100-200 SPAM emails I get daily. My Delete action is well exercised and very quick these days :uhoh:

Cheers,
Gary

All you had to do was click on the link....but would you do that simple task?

Nooo...Mr. High & Mighty thinks he is too good for free adult entertainment.

You wound me sirree.

sniff

Col_Pladoh

Sunday, 30th January, 2005, 05:21 PM

Quote:

Originally Posted by Krieg

All you had to do was click on the link....but would you do that simple task?

Nooo...Mr. High & Mighty thinks he is too good for free adult entertainment.

You wound me sirree.

sniff

And what about lower mortgage rates, prescription drugs sales, chances to get thousands for helping to free-up a foreign bank account, and winning national lotteries? Those are opportunities I pass up daily too :confused:

Heh,
Gary

DeadlyUematsu

Sunday, 30th January, 2005, 07:33 PM

From what I've read, a lot of (the more preferable) material written by Francois Macela Froideval for the 1st Edition Oriental Adventures was discarded by co-author David Cook. Could you render us a picture of what this material would have been like?

Col_Pladoh

Sunday, 30th January, 2005, 09:41 PM

Quote:

Originally Posted by DeadlyUematsu

From what I've read, a lot of (the more preferable) material written by Francois Macela Froideval for the 1st Edition Oriental Adventures was discarded by co-author David Cook. Could you render us a picture of what this material would have been like?

Correct, Francois material was much better IMO. I don't know if it was professional jealousy or simply that Zeb actually thought his ideas and work were superior, but he ignored a virtually complete ms. from Francois. It would have needed polish because of Francois' being a native French speaker. After seeing what Zeb did to AD&D, I just think his design judgement is low.

Sorry, I can't recall the details after more than 20 years, and I returned the large three-ring binder that held his ms. to him about a decade ago.

Cheers,
Gary

jester47

Sunday, 30th January, 2005, 11:12 PM

Hi Gary,

I was wondering about how much creative input you had in the Dungeons and Dragons cartoon? What were your ideas in that?

The number of fantasy/scifi references in that show are truly astounding. I recognised things from Dune, the Heavy Metal movie, and numerous other items. Just wondering how much of it came from your grey matter.

What did you like about the end product? What did you dislike? Was your vision for the cartoon what actually came to be?

It's odd, when I was a kid running around with the AD&D PHB and DMG with the new Easley covers, I always imagined you with a beard. The odd part was that part of what went into that image was the DM from the cartoon. So I imagined this short (but not that short) guy with a beard and long hair and maybe balding a little on the top.

Imagine my surprise when I finally saw a picture of you! Was the DM character in any way inspired by you?

If you have answered this already, just direct me to the appropriate thread.

Aaron.

Orph

Monday, 31st January, 2005, 12:19 AM

Hey Gary!

I'd like to start by thanking you for including the suggested reading lists in the DMG and Basic set books. Not only has the game you created led me to countless hours of fun and fellowship, it also helped me discover a lot of great fiction I might otherwise have missed.

One of the authors listed, John Bellairs, mentions *The Collected Lectures of John L. Stoddard* in his book *The House With A Clock In Its Walls*. Having recently acquired a set of this lecture series, it occurs to me that (while not the most gripping read) they would likely provide a DM with countless ideas and descriptions with which to inspire his own games (Stoddard's description of the fjords of Norway, in particular, was outstanding and really drives home how much geography shaped the Viking culture). I was wondering if you have ever read any of the Stoddard Lectures and if so, what you thought of them? On another related note, if you could go back and re-write your suggested reading list today, are there any new authors or works you would add?

Let me just add that I'm praying that God blesses you with many more years of happy and healthy living. Stay well. :)

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Gary Gygax Q&A: part VII

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BOZ

Monday, 31st January, 2005, 04:42 AM

Quote:

Originally Posted by Col_Pladoh

And what about lower mortgage rates, prescription drugs sales, chances to get thousands for helping to free-up a foreign bank account, and winning national lotteries? Those are opportunities I pass up daily too :confused:

LOL no different from the rest of us i'm sure. that, and "natural male enhancement", video dating, and casinos.

Krieg

Monday, 31st January, 2005, 06:49 AM

Quote:

Originally Posted by Col_Pladoh

And what about lower mortgage rates, prescription drugs sales, chances to get thousands for helping to free-up a foreign bank account, and winning national lotteries? Those are opportunities I pass up daily too :confused:

*Heh,
Gary*

All quality products from fine upstanding companies I am sure. ;)

Quote:

Originally Posted by Col_Pladoh

Sorry, I can't recall the details after more than 20 years, and I returned the large three-ring binder that held his ms. to him about a decade ago.

I would pay dearly to see the contents of that binder!

ptolemy18

Monday, 31st January, 2005, 11:08 AM

Hello,

Wow, this is amazing. Well, let me throw my coin in the wishing well... ;)

When I was really young and playing AD&D for the first time, one of the things I appreciated was the suggested reading list of fantasy authors. Anyhow, I was wondering, would you say there was any Clark Ashton Smith influence on D&D?

I always thought of Smith as sort of an enjoyable cross between Robert E. Howard and H.P. Lovecraft... there's a somewhat Howard-ish element of swords and sorcery, but the stories always degenerate into everyone being killed by horrible alien monsters... ;)

Thanks for your time, and much more,

Jason

Gray Mouser

Monday, 31st January, 2005, 03:18 PM

Hey Colonel, it's good to see you back on the Q&A thread!

I was just perusing the other threads of the forum and there's a "Write in the style of Gygax" contest going on. If you want to try your hand at rewriting a couple of 3e feats in the style of the originator of the game you might want to give it a look see ;) And this brings me to my question: Is it true that when you first posted here no one believed it was really you???

(OK, that's not a great question but it'll have to do until I have time to peruse my stuff and think of something to ask! It's good to see you back, Colonel!!)

Gray Mouser

Gray Mouser

Monday, 31st January, 2005, 04:11 PM

Hey Gary, here's my real question for the day :)

I was wondering if the unique monsters that showed up in some of your monsters were ever sprung on your hapless players outside of their

original settings. I am thinking primarily of the Drow, Kuo-Toa, Svirfneblin, and even the beasties from *Barrier Peaks*. Did these monsters ever make it outside their original confines making their way to Castle Greyhawk or other such places your players explored?

Gray Mouser

Col_Pladoh

Monday, 31st January, 2005, 04:15 PM

Quote:

*Originally Posted by **jester47***

Hi Gary,

I was wondering about how much creative input you had in the Dungeons and Dragons cartoon? What were your ideas in that?

The number of fantasy/scifi references in that show are truly astounding. I recognised things from Dune, the Heavy Metal movie, and numerous other items. Just wondering how much of it came from your greymatter.

The best part of the cartoon is the after show credit roll where I am listed as co-producer. I assisted in creating some number of the springboards for the show, but I was mainly concerned with approvals. I had total creative control of the scripts, read and approved or made changes for all the series.

I got to many of the writers, and they would come up to our place, hang out, swim in the pool, grab a sandwich from the kitchen, play Chainmail fantasy miniatures on the sand table out in the old barn that had been converted to a game room and a couple of studio spaces where they could set up and write if they liked.

Quote:

What did you like about the end product? What did you dislike? Was your vision for the cartoon what actually came to be?

that there was any cartoon show was quite a feather in the cap of the D&D game. That it was somewhat too juvenile--Bobby and Uni, the magic items that propped up the team--was not much to my liking. That would have been changed in a spinoff that had been agreed to by CBS, Marvel, and D&D Entertainment. The final episode for the original show had been written, the intro to the new show done and okayed by me, and two more were in progress of creation when Lorraine Williams took over the company, and CBS and Marvel dropped the new show.

Quote:

Its odd, when I was a kid running around with the AD&D PHB and DMG with the new Easley covers, I always imagined you with a beard. The odd part was that part of what went into that image was the DM from the cartoon. So I imagined this short (but not that short) guy with a beard and long hair and maybe balding a little on the top.

Imagine my surprise when I finally saw a picture of you! Was the DM character in any way inspired by you?

If you have answered this already, just direct me to the appropriate thread.

Heh, Aaron... I was once almost 5'11" but I am down about an inch now that I am an old fart;) sure am balding, and the remaining hair is in a pony tail.

I used to go to the Marvel building about once a month--was there a lot before the cartoon show got going, so who knows what inspiration the animators took from that?

Cheers,
Gary

Col_Pladoh

Monday, 31st January, 2005, 04:21 PM

Quote:

*Originally Posted by **Ourph***

Hey Gary!

I'd like to start by thanking you for including the suggested reading lists in the DMG and Basic set books. Not only has the game you created led me to countless hours of fun and fellowship, it also helped me discover a lot of great fiction I might otherwise have missed.

*One of the authors listed, John Bellairs, mentions The Collected Lectures of John L. Stoddard in his book *The House With A Clock In Its Walls*. Having recently acquired a set of this lecture series, it occurs to me that (while not the most gripping read) they would likely provide a DM with countless ideas and descriptions with which to inspire his own games (Stoddard's description of the fjords of Norway, in particular, was outstanding and really drives home how much geography shaped the Viking culture). I was wondering if you have ever read any of the Stoddard Lectures and if so, what you thought of them? On another related note, if you could go back and re-write your suggested reading list today, are there any new authors or works you would add?*

Let me just add that I'm praying that God blesses you with many more years of happy and healthy living. Stay well. :)

Hi Ourph,

While I have read a lot, I never did read the lectures of the Good Mr. Stoddard. however, we read a lot about Scandinavia and the fjords in grammar school, and I even had to do a color drawing of a longship;)

About the only additions I'd make to the recommended reading list in the old DMG would be the names of authors Glenn Cook and Terry Pratchett.

Thanks for your good wishes,
Gary

Col_Pladoh

Monday, 31st January, 2005, 04:25 PM

Quote:

Originally Posted by BOZ

LOL no different from the rest of us i'm sure. that, and "natural male enhancement", video dating, and casinos.

Heh, and what with the number of solicitations for hooking up with cheating housewives that come in daily, I am wishing I'd have taken to the law and become a divorce attorney.

Grinningly,
Gary

Col_Pladoh

Monday, 31st January, 2005, 04:29 PM

Quote:

Originally Posted by Krieg

All quality products from fine upstanding companies I am sure. ;)

I would pay dearly to see the contents of that binder!

I suppose there was more merit than one would at first assume in P.T. Barnum's observation, "There's one born every minute."

There's no chance that Francois will reply to emails, and he threatens to assail me if I happen to reveal his addy. I'd urge him to publish his Oriental material, but that would be done in French, so precious little help to us here...

Cheers,
Gary

Col_Pladoh

Monday, 31st January, 2005, 04:36 PM

Quote:

Originally Posted by ptolemy18

Hello,

Wow, this is amazing. Well, let me throw my coin in the wishing well... ;)

When I was really young and playing AD&D for the first time, one of the things I appreciated was the suggested reading list of fantasy authors. Anyhow, I was wondering, would you say there was any Clark Ashton Smith influence on D&D?

I always thought of Smith as sort of an enjoyable cross between Robert E. Howard and H.P. Lovecraft... there's a somewhat Howard-ish element of swords and sorcery, but the stories always degenerate into everyone being killed by horrible alien monsters... ;)

Thanks for your time, and much more,

Jason

Howdy Jason:)

Yes indeed, I read all the authors associated with the Lovecraft mythos, including Clark Ashton Smith, August Derleith, Brian Lumley, Robert Bloch, etc. I recall having several nightmares after reading a collection of Lovecraft's yarns that included "Pickman's Model" and "Rats in the Wall."

You might enjoy "The Willows" by Algernon Blackwood.

Cheers,
Gary

Col_Pladoh

Monday, 31st January, 2005, 04:40 PM

Quote:

Originally Posted by Gray Mouser

Hey Colonel, it's good to see you back on the Q&A thread!

I was just perusing the other threads of the forum and there's a "Write in the style of Gygax" contest going on. If you want to try your hand at rewriting a couple of 3e feats in the style of the originator of the game you might want to give it a look see ;) And this brings me to my question: Is

it true that when you first posted here no one believed it was really you???

(OK, that's not a great question but it'll have to do until I have time to peruse my stuff and think of something to ask! It's good to see you back, Colonel!)

Gray Mouser

LOL, Amigo!

What is first prize for imitating myself, an autographed book? Heh-heh-heh...too much like admiring myself in the mirror. While I used to make faces and laugh, I never was one to spend time preening in front of a looking glass.

There were a few skeptics here who doubted it was actually me when I first started posting here, but they were polite about it.

Cheers,
Gary

Col_Pladoh

Monday, 31st January, 2005, 04:50 PM

Quote:

*Originally Posted by **Gray Mouser***

Hey Gary, here's my real question for the day :)

I was wondering if the unique monsters that showed up in some of your monsters were ever sprung on your hapless players outside of their original settings. I am thinking primarily of the Drow, Kuo-Toa, Svirfneblin, and even the beasties from Barrier Peaks. Did these monsters ever make it outside their original confines making their way to Castle Greyhawk or other such places your players explored?

Gray Mouser

'Mouser, it would be perfect if your actual anime were Harry Fischer :p

Anyway, while I was never loath to proliferate critters in my campaign, none that you mention were ever much outside the realm in which they were introduced. Of course, the vast labyrinth of the underdark means that drow and the rest might pop up in any subterranean place. I really liked mind flayers as the disguised evil manipulators of mankind, so they appeared in several places in my campaign.

Cheerio,
Gary

loki44

Monday, 31st January, 2005, 05:06 PM

alive and well.....

Gary,
Would just like to let you know that OD&D is alive and well in Atlanta and glad to hear that you are the same. I joined an OD&D game last May and it's still going strong. I've been playing D&D since 1979, though not much in the 90's, and it's been really refreshing to get back to the roots of the game. There are younger players in our group who were weened on later editions and they're just as hooked as I am. Having an excellent DM totally committed to the system helps as well.

Take care,
loki44

Col_Pladoh

Monday, 31st January, 2005, 05:44 PM

Quote:

*Originally Posted by **loki44***

*Gary,
Would just like to let you know that OD&D is alive and well in Atlanta and glad to hear that you are the same. I joined an OD&D game last May and it's still going strong. I've been playing D&D since 1979, though not much in the 90's, and it's been really refreshing to get back to the roots of the game. There are younger players in our group who were weened on later editions and they're just as hooked as I am. Having an excellent DM totally committed to the system helps as well.*

*Take care,
loki44*

Hi Loki44,

It is good to learn that diversity remains active in the ranks of D&Ders;)

It so happens that my youngest son Alex has just made contact with a group of computer gamers in the area, and they are also fans of 3E. As he isn't one given to rules heavy RPGs, Alex took a complete set of OAD&D over to the gathering, and he says that the group were much taken by the system. It looks as if he'll be DMing the G Series for them now. As Alex is familiar with OD&D, OAD&D and the Legendary Adventure systems, not to mention Metamorphosis Alpha, likely he'll make a good GM and provide the group with a lot of fun.

Cheers,
Gary

francisca

Monday, 31st January, 2005, 05:59 PM

Quote:

Originally Posted by Col_Pladoh

It is good to learn that diversity remains active in the ranks of D&Ders;)

He's not alone. Tonight is the 3rd meeting of my new AD&D/Greyhawk. A good time is being had by all.

Col_Pladoh

Monday, 31st January, 2005, 06:10 PM

Quote:

Originally Posted by francisca

He's not alone. Tonight is the 3rd meeting of my new AD&D/Greyhawk. A good time is being had by all.

Well...

I urged that Wizards retain AD&D and OD&D even as they went into the super-heroic new version of the game. I am convinced that their not doing so was an error, just as divesting themselves of the magazine publishing and GenCon were not wise steps for a hobby game publisher and that the OGL and D20 licenses were even more ill-conceived in regards maintaining a vital and consumer-oriented operation.

Cheers,
Gary

jester47

Monday, 31st January, 2005, 06:37 PM

Quote:

Originally Posted by Col_Pladoh

Heh, Aaron... I was once almost 5'11" but I am down about an inch now that I am an old fart;) sure am balding, and the remaining hair is in a pony tail.

Almost 5'11"! Wow, you looked a lot shorter in Futurama! (which was the first depiction of you that I ever saw, I think). In the occasional "gamer with the Gygax" gencon photo found on the internet I imagined you closer to 5'8" than 5'10"! Those must have been some tall fans!

Quote:

that there was any cartoon show was quite a feather in the cap of the D&D game. That it was somewhat too juvenile--Bobby and Uni, the magic items that propped up the team--was not much to my liking. That would have been changed in a spinoff that had been agreed to by CBS, Marvel, and D&D Entertainment. The final episode for the original show had been written, the intro to the new show done and okayed by me,....

Its odd, I read the script for the last episode and it was very close to the one I had imagined.

Quote:

I used to go to the Marvel building about once a month--was there a lot before the cartoon show got going, so who knows what inspiration the animators took from that?

Cheers,
Gary

Well, I guess I am just saying its odd that my childhood image of the guy that was the main force behind D&D was fairly spot on given that it was fairly composite.

Aaron

Breakdaddy

Monday, 31st January, 2005, 06:39 PM

Quote:

Originally Posted by Col_Pladoh

...and that the OGL and D20 licenses were even more ill-conceived in regards maintaining a vital and consumer-oriented operation.

I must respectfully disagree with this one little tidbit as, without the OGL, I would not now be enjoying my biweekly games of C&C. :) On a different note, I plan to drop by Troll Lord HQ sometime this week and pick up a copy of your LA boxed set if Steve will indulge me in a quick visit (busy cat that he is).

Estlor

Monday, 31st January, 2005, 06:44 PM

Quote:

Originally Posted by Col_Pladoh

All worked well, though, and things are in fine shape now--save for the 100-200 SPAM emails I get daily. My Delete action is well exercised and very quick these days :uhoh:

*Cheers,
Gary*

Someone must have taken the Sudden Delete Spam metamagic feat.

Wait, they didn't have that back in 1e, did they? So what did the old Grogards do? Roleplay? What's that??? :uhoh:

Gray Mouser

Monday, 31st January, 2005, 06:51 PM

Quote:

Originally Posted by Col_Pladoh

I suppose there was more merit than one would at first assume in P.T. Barnum's observation, "There's one born every minute."

There's no chance that Francois will reply to emails, and he threatens to assail me if I happen to reveal his addy. I'd urge him to publish his Orientsl material, but that would be done in French, so precious little help to us here...

*Cheers,
Gary*

Hmmm, well if he ever needs a French-English translator let me know. I'm a little slow but am fairly accurate.

Gray Mouser

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Gary Gygax Q&A: part VII

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loki44

Monday, 31st January, 2005, 06:57 PM

ancient history

Quote:

Originally Posted by **Col_Pladoh**

I never read the Arduin Groimoire in toto, but from those parts I did peruse I must confess I held in in no esteem...especially the part about baby fat.

Since we're asking about older systems and game worlds.....

Just wondering what you thought about the old Judges Guild stuff and what Necromancer's doing with the Wilderlands now. Do you have any contact with Bob Bledsaw? Have you 2 ever gamed together? I've heard the Judges Guild side regarding their old relationship with TSR, wondering if you can shed any light on that ancient history.

loki44

Krieg

Monday, 31st January, 2005, 07:07 PM

Quote:

Originally Posted by **Col_Pladoh**

That it was somewhat too juvenile--Bobby and Uni, the magic items that propped up the team --was not much to my liking.

There's an editorial on 3.x in there somewhere. :)

Quote:

Originally Posted by **Col_Pladoh**

I suppose there was more merit than one would at first assume in P.T. Barnum's observation, "There's one born every minute."

On a serious note, if he were wrong then we wouldn't be deluged with 100+ SPAM emails a day.

Quote:

There's no chance that Francois will reply to emails, and he threatens to assail me if I happen to reveal his addy. I'd urge him to publish his Oriental material, but that would be done in French, so precious little help to us here...

Cheers,
Gary

Well I wasn't looking for a means to bug the poor man, just a bit of wishful thinking.

Surely there is a bilingual game company in France that could help him publish his work.

Gray Mouser

Monday, 31st January, 2005, 07:09 PM

Quote:

Originally Posted by **Col_Pladoh**

'Mouser, it would be perfect if your actual anime were Harry Fischer :p

Heh, sorry, no luck. I am pretty short, however, at least that's what people who are abnoramally tall tell me and used to do a bit of fencing :)

It's funny though, *Lords of Quarmal* is probably my favorite Gray Mouser and Fafhrd story and was partially written by Fischer (he's responsible for 10,000 words of it I guess, never did a word count but that seems to be a good chunk).

Didn't you meet Fritz Leiber at one point? I seem to remember hearing about that. Ever meet Fischer? In all honsety I know little about the man, myself (except that he was even shorter than me, anyway).

Quote:

Anyway, while I was never loath to proliferate critters in my campaign, none that you mention were ever much outside the realm in which they were introduced. Of course, the vast labyrinth of the underdark means that drow and the rest might pop up in any subterranean place. I really

liked mind flayers as the disguised evil manipulators of mankind, so they appeared in several places in my campaign.

Cheorio,
Gary

OK, now *that* is an interesting bit about the mind flayers, Colonel! Any chance of you sharing a few stories along those lines? Were they in Castle Greyhawk or some other locale? Which PC's confronted them and what were the results? BTW, given you dislike for psionics in 1e did you change their abilities at all or run them as written (I am assuming you were their originator, unlike for some other monsters)?

BTW, as for prizes for the write like Gygax contest, you'll have to ask over on that thread (I am loath even to give it a try!). Who knows, perhaps an autographed 1e *Dunegon Master's Guide* is in your future! ;)

Gray Mouser

Col_Pladoh

Monday, 31st January, 2005, 07:32 PM

Quote:

*Originally Posted by **vester47***

...

Its odd, I read the script for the last episode and it was very close to the one I had imagined.

...

Aaron

Michael Reaves did a truly splendid bit of writing on that episode that was to conclude the D&D Cartoon Show, and it is a shame it never was produced.

Cheers,
Gary

Raloc

Monday, 31st January, 2005, 11:35 PM

Hi Gary. I think it's very cool that you answer questions here. Also, a big thanks and I hope you are well :) The books I have that you've written are favorites of those in my library.

A couple of short questions. Someone asked if you came up with mind flayers, I'd just like to second that as they are probably my favorite creature. I am using them in my current campaign in much the way you mentioned. Someone also mentioned Futurama, just curious, are you a fan?

Col_Pladoh

Tuesday, 1st February, 2005, 03:48 PM

Quote:

*Originally Posted by **Raloc***

...

A couple of short questions. Someone asked if you came up with mind flayers, I'd just like to second that as they are probably my favorite creature. I am using them in my current campaign in much the way you mentioned. Someone also mentioned Futurama, just curious, are you a fan?

The mind flayer I made up out of whole cloth using my imagination, but inspired by the cover of Brian Lumley's novel in paperback edition, *The Burrowers Beneath* ;)

I watched Futurama often, especially after I appeared in an episode. It ran here at the time we were usually not watching the telly, rather having a before dinner cocktail.

Cheers,
Gary

mossfoot

Tuesday, 1st February, 2005, 06:17 PM

Quote:

*Originally Posted by **Col_Pladoh***

I watched Futurama often, especially after I appeared in an episode. It ran here at the time we were usually not watching the telly, rather having a before dinner cocktail.

Cheers,
Gary

Of course I always wondered... "Why a +1 mace? Surely he'd have access to at least a +5 with some special powers!" ;)

Col_Pladoh

Tuesday, 1st February, 2005, 07:48 PM

Quote:

Originally Posted by mossfoot

Of course I always wondered... "Why a +1 mace? Surely he'd have access to at least a +5 with some special powers!" ;)

Heh,

Voice talent proposes, the Producer disposes :confused:

I did suggest a larger role, regular appearances, above union minimum, and recording done on location in Hollywood, but all I got from that was a horse-laugh... In short, they gave me a script, and those are the lines I spoke.

Cheers,
Gary

Geoffrey

Tuesday, 1st February, 2005, 08:02 PM

Gary, I'm going to try my hand at detailing some of the major encounter areas on the large scale hex map in your excellent D trilogy of modules. Since I want to be as "Gygaxian" as possible, please let me know how much credence I should give to the descriptions of Lolth and Blibdoolpoolp in the AD&D Deities & Demigods book. Did the authors get these two deities right, or did some misconceptions enter therein?

Raloc

Tuesday, 1st February, 2005, 08:27 PM

Quote:

Originally Posted by Col_Pladoh

The mind flayer I made up out of whole cloth using my imagination, but inspired by the cover of Brian Lumley's novel in paperback edition, The Burrowers Beneath;)

I watched Futurama often, especially after I appeared in an episode. It ran here at the time we were usually not watching the telly, rather having a before dinner cocktail.

Cheers,
Gary

Thanks for the reply Gary :) I've always wondered where the mind flayer came from. Happy posting!

Col_Pladoh

Tuesday, 1st February, 2005, 09:22 PM

Quote:

Originally Posted by Geoffrey

Gary, I'm going to try my hand at detailing some of the major encounter areas on the large scale hex map in your excellent D trilogy of modules. Since I want to be as "Gygaxian" as possible, please let me know how much credence I should give to the descriptions of Lolth and Blibdoolpoolp in the AD&D Deities & Demigods book. Did the authors get these two deities right, or did some misconceptions enter therein?

As much as I'd like to be able to assist, i fear my copy of Deities & Demigods is sealed away in the attic, and there's no way i can recall the stats and description for those two, Blibdoolpoolp and Lolth.

If you can post the data, or send it to me, I'll be happy to respond.

Cheers,
Gary

replicant2

Wednesday, 2nd February, 2005, 12:34 AM

Hi Gary, great to see you back on the boards, and I wish continued good health for the man who started it all.

On to my question: Could you attempt to describe your creative process when writing a module or other adventure? Do you picture the events in your head, like the story line of a novel, or do you create encounters and locations and build around these?

For example, when you wrote Against the Giants, did you design the giant strongholds first and develop the drow plotline as you went along, or vice versa?

The Shaman

Wednesday, 2nd February, 2005, 01:20 AM

No questions here, Gary, just a heartfelt thank you for the many, many years of enjoyment, intellectual stimulation, and comaraderie the game of Dungeons and Dragons has brought my way.

Very best in all things.

Virel

Wednesday, 2nd February, 2005, 02:36 AM

Indeed Gary, thank you for taking the time to post, share tidbits, answer questions and giving us the wonderful game of AD&D.

A friend of mine wanted me to ask about this specific example:

Cias asked:

I understand that, according to Gary's last reply, if a magic-user casts sleep at a group of enemies, the magic-user cannot select specifically to affect (or attempt to affect) some enemies while excluding others.

But how does this affect PCs and other allies of the magic-user if they are near the monsters that the sleep spell is targeting?

For example, There are 5 goblins, 2 bugbears, and 3 1st level PC fighters all in melee together and the PC magic-user casts sleep at the goblins and bugbears. Will the spell also affect the PCs or can the magic-user select groups of creatures, just not individuals within those groups?

Thank You again for your time.

V

mythusmage

Wednesday, 2nd February, 2005, 06:13 AM

I'm doing a 'series' on kobolds over at *d20 Magazine Rack*. (And my blog, but that has politics, so I shan't link to it. :D) I was wondering, what sources did you rely on when creating the D&D® version?

Geoffrey

Wednesday, 2nd February, 2005, 06:15 AM

Quote:

Originally Posted by Col_Pladoh

As much as I'd like to be able to assist, i fear my copy of Deities & Demigods is sealed away in the attic, and there's no way i can recall the stats and description for those two, Blibdoolpoolp and Lolth.

If you can post the data, or send it to me, I'll be happy to respond.

Cheers,
Gary

Thank you for your very kind offer! :) I've posted the data below. Please note that for Lolth I've copied only the additional text in Deities & Demigods that wasn't taken directly from D3: Vault of the Drow. One mistake I noticed while typing this stuff up is Lolth's intelligence. Deities & Demigods lists it as 21, but in D3 her intelligence is listed as "Genius", which would give her a 17 or 18 intelligence.

LOLTH

Lesser goddess

WORSHIPER'S ALIGN: Chaotic evil (Drow)
SYMBOL: Spider
PLANE: Abyss
CLERIC/DRUID: See below
FIGHTER: As 16+ HD monster
MAGIC-USER/ILLUSIONIST: See below
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
S: 21 I: 21 W: 16 D: 21 C: 21 CH: 3 (23)

The dark elves worship demon lords from the Abyss. The best known example is the worship of the Demon Queen Lolth. Drow sacrifice both blood (of others) and riches to her. (For particulars, see ADVANCED D&D DUNGEON MODULES D3, THE VAULT OF THE DROW, and Q1, QUEEN OF THE DEMONWEB PITS.) Female Drow with wisdoms of 18 can progress as high as the 14th level of clerical ability.

Lolth is especially susceptible to holy water, taking 6 points of damage from a splash and 6-21 points (3d6 + 3) from a direct hit.

SPHERE OF CONTROL: Drow
ANIMAL: arachnids
CLERICS: non-human only
RAIMENT/HEAD: Drow helm
RAIMENT/BODY: Drow tunic
COLORS: red & black
HOLY DAYS: full moon
FREQUENCY OF SACRIFICE: monthly
FORM OF SACRIFICE: enemies & riches
PLACE OF WORSHIP: underground marble temples

BLIBDOOLPOOLP "Sea Mother"

Lesser goddess

ARMOR CLASS: -1

MOVE: 12"/48"
HIT POINTS: 310
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-24/4-24
SPECIAL ATTACKS: Insanity
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 55%
SIZE: L (20' tall)
ALIGNMENT: Neutral evil (chaotic tendencies)
WORSHIPER'S ALIGN: Neutral evil (Kuo-Toa)
SYMBOL: Lobster head or black pearl
PLANE: Elemental Plane of Water
CLERIC/DRUID: 15th level cleric
FIGHTER: 15th level fighter
MAGIC-USER/ILLUSIONIST: 20th level magic-user
THIEF/ASSASSIN: 15th level assassin
MONK/BARD: Nil
PSIONIC ABILITY: III (i. e., psionic strength of 236-265, 3 minor & 2 major disciplines, all attack and all defense modes)
S: 21 I: 20 W: 10 D: 21 C: 23 CH: 11

Blibdoolpoolp appears as a large nude human female with a lobster's head and clawed forearms. In general, she hates all humans, demi-humans and humanoids for driving the Kuo-Toa into the underworld. Worshipers regularly sacrifice lobsters to her. If a favor is desired, she must be given great quantities of gems, preferably pearls. There is a 1% chance per every 1,000 gp worth of gems sacrificed that the Sea Mother will look upon her worshiper's request with favor. (If pearls are contributed, this chance is 1% per 500 gp value.)

Each of Blibdoolpoolp's claws can snap for 4-24 points of damage. Any creature hit by both claws will be drawn to the Sea Mother's face to peer into her eyes. At close range, her gaze causes insanity in creatures who fail to save vs. spells at -4. In addition, the Sea Mother can summon up to 3-30 giant lobsters (treat as giant crayfish) and 1-10 16 HD water elementals to her aid per day.

On the most important ceremonial occasions, the clerics of Blibdoolpoolp sacrifice captured humans to her by drowning. Kuo-Toan clerics can attain 12th level maximum. For more information about the worship of the Sea Mother, see ADVANCED D&D DUNGEON MODULE D2, SHRINE OF THE KUO-TOA.

SPHERE OF CONTROL: Kuo-toa
ANIMAL: lobster
CLERICS: non-human only
RAIMENT/HEAD: shell helm
RAIMENT/BODY: nets
COLOR: pearl
HOLY DAYS: new moon
FREQUENCY OF SACRIFICE: monthly
FORM OF SACRIFICE: gems, pearls, humans, lobsters
PLACE OF WORSHIP: underwater shrines

Thanks again, Gary, for everything! :D

dcas

Wednesday, 2nd February, 2005, 01:58 PM

Quote:

Originally Posted by Col_Pladoh

There's no chance that Francois will reply to emails, and he threatens to assail me if I happen to reveal his addy. I'd urge him to publish his Orientsl material, but that would be done in French, so precious little help to us here...

Ah, perhaps you should put him in touch with TLG. :)

Col_Pladoh

Wednesday, 2nd February, 2005, 04:04 PM

Quote:

Originally Posted by replicant2

Hi Gary, great to see you back on the boards, and I wish continued good health for the man who started it all.

On to my question: Could you attempt to describe your creative process when writing a module or other adventure? Do you picture the events in your head, like the story line of a novel, or do you create encounters and locations and build around these?

For example, when you wrote Against the Giants, did you design the giant strongholds first and develop the drow plotline as you went along, or vice versa?

I usually begin creation of a module with an underlying idea. I then sketch out a umbrella plot, then do an area od labyrinth map, place encounters, then revise the whole as necessary from what developed as I built from the initial material.

It is a lot of work for me to create adventure material, and it is something that takes me a lot of time. Unlike some of my associates, I can't crank out modules quickly.

Cheers,
Gary

Quote:

*Originally Posted by **The Shaman***

No questions here, Gary, just a heartfelt thank you for the many, many years of enjoyment, intellectual stimulation, and comaraderie the game of Dungeons and Dragons has brought my way.

Very best in all things.

Welcome:)

There should be no doubt in anyone's mind that I surely did have a great time doing the "work."

Heh,
Gary

Quote:

*Originally Posted by **Virel***

Indeed Gary, thank you for taking the time to post, share tidbits, answer questions and giving us the wonderful game of AD&D.

As i have said before, I am honored that so many people are interested in what I have to say. Besides that, I enjoy the virtual conversation with fellow gamers :D

Quote:

A friend of mine wanted me to ask about this specific example:

Cias asked:

I understand that, according to Gary's last reply, if a magic-user casts sleep at a group of enemies, the magic-user cannot select specifically to affect (or attempt to affect) some enemies while excluding others.

But how does this affect PCs and other allies of the magic-user if they are near the monsters that the sleep spell is targeting?

For example, There are 5 goblins, 2 bugbears, and 3 1st level PC fighters all in melee together and the PC magic-user casts sleep at the goblins and bugbears. Will the spell also affect the PCs or can the magic-user select groups of creatures, just not individuals within those groups?

Thank You again for your time.

V

To clarify, as the DM I would allow the spell caster to select one specific target, and by so doing narrow the scope of a sleep spell to that individual. If it were used as an area spell, then all characters in the area would be affected up to the spell's maximum, and that includes PCs associated with the casting magic-user. In the example you give, the sleep spell would get the five goblins first, then the three 1st level PCs, and if more than eight could be affected, then the two bugbears.

Cheers,
Gary

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Gary Gygax Q&A: part VII

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Col_Pladoh

Wednesday, 2nd February, 2005, 04:14 PM

Quote:

Originally Posted by mythusmage

I'm doing a 'series' on kobolds over at d20 Magazine Rack. (And my blog, but that has politics, so I shan't link to it. :D) I was wondering, what sources did you rely on when creating the D&D® version?

Howdy Alan:)

Well, all i worked from was Germanic folklore about the forest "littel people" called kobolds. All the rest of the material in the game I made up to suit what i deemed as the needs of it. In short, the D&D kobolds are mostly the whole cloth of my imagination.

Cheers,
Gary

Henry

Wednesday, 2nd February, 2005, 04:22 PM

Quote:

In short, the D&D kobolds are mostly the whole cloth of my imagination.

...And to answer my burning question... scaly, or hairy?

Col_Pladoh

Wednesday, 2nd February, 2005, 04:29 PM

Quote:

Originally Posted by Geoffrey

Thank you for your very kind offer! :) I've posted the data below. Please note that for Lolth I've copied only the additional text in Deities & Demigods that wasn't taken directly from D3: Vault of the Drow. One mistake I noticed while typing this stuff up is Lolth's intelligence. Deities & Demigods lists it as 21, but in D3 her intelligence is listed as "Genius", which would give her a 17 or 18 intelligence.

Okay Geoffrey,

My comments are given below:

Quote:

LOLTH

Lesser goddess

*<what about AC, HP's etc?>
WORSHIPER'S ALIGN: Chaotic evil (Drow) <and others of Evil alignment>
SYMBOL: Spider <in web>
PLANE: Abyss
CLERIC/DRUID: See below <??>
FIGHTER: As 16+ HD monster
MAGIC-USER/ILLUSIONIST: See below <??>
THIEF/ASSASSIN: Nil <nil/13th>
MONK/BARD: Nil
S: 21 I: 21 W: 16 D: 21 C: 21 CH: 3 (23)*

The dark elves worship demon lords from the Abyss. The best known example is the worship of the Demon Queen Lolth. Drow sacrifice both blood (of others) and riches to her. (For particulars, see ADVANCED D&D DUNGEON MODULES D3, THE VAULT OF THE DROW, and Q1, QUEEN OF THE DEMONWEB PITS.) Female Drow with wisdoms of 18 can progress as high as the 14th level of clerical ability. <Female drow can progress in clerical level equal to their Wisdom score.>

Lolth is especially susceptible to holy water, taking 6 points of damage from a splash and 6-21 points (3d6 + 3) from a direct hit.

*SPHERE OF CONTROL: Drow <and other worshippers>
ANIMAL: arachnids
CLERICS: non-human only <?>
RAIMENT/HEAD: Drow helm
RAIMENT/BODY: Drow tunic
COLORS: red & black*

HOLY DAYS: full moon <dark of moon is better>
FREQUENCY OF SACRIFICE: monthly
FORM OF SACRIFICE: enemies & riches
PLACE OF WORSHIP: underground marble temples <marble? I should think onyx caverns>

BLIBDOOLPOOLP "Sea Mother"

Lesser goddess

ARMOR CLASS: -1
MOVE: 12'//48"
HIT POINTS: 310
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-24/4-24
SPECIAL ATTACKS: Insanity
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 55%
SIZE: L (20' tall)
ALIGNMENT: Neutral evil (chaotic tendencies)
WORSHIPER'S ALIGN: Neutral evil (Kuo-Toa)
SYMBOL: Lobster head or black pearl
PLANE: Elemental Plane of Water
CLERIC/DRUID: 15th level cleric
FIGHTER: 15th level fighter
MAGIC-USER/ILLUSIONIST: 20th level magic-user
THIEF/ASSASSIN: 15th level assassin <???---nil/nil>
MONK/BARD: Nil
PSIONIC ABILITY: III (i. e., psionic strength of 236-265, 3 minor & 2 major disciplines, all attack and all defense modes)
S: 21 I: 20 W: 10 D: 21 C: 23 CH: 11

Blibdoolpoolp appears as a large nude human female with a lobster's head and clawed forearms. In general, she hates all humans, demi-humans and humanoids for driving the Kuo-Toa into the underworld. Worshipers regularly sacrifice lobsters to her. If a favor is desired, she must be given great quantities of gems, preferably pearls <or corals>. There is a 1% chance per every 1,000 gp worth of gems sacrificed that the Sea Mother will look upon her worshiper's request with favor. (If pearls <or corals> are contributed, this chance is 1% per 500 gp value.)

Each of Blibdoolpoolp's claws can snap for 4-24 points of damage. Any creature hit by both claws will be drawn to the Sea Mother's face to peer into her eyes. At close range, her gaze causes insanity in creatures who fail to save vs. spells at -4. In addition, the Sea Mother can summon up to 3-30 giant lobsters (treat as giant crayfish) and 1-10 16 HD water elementals to her aid per day.

On the most important ceremonial occasions, the clerics of Blibdoolpoolp sacrifice captured humans to her by drowning. Kuo-Toan clerics can attain 12th level maximum. For more information about the worship of the Sea Mother, see ADVANCED D&D DUNGEON MODULE D2, SHRINE OF THE KUO-TOA.

SPHERE OF CONTROL: Kuo-toa <and undersea humanoids>
ANIMAL: lobster <and crustaceans>
CLERICS: non-human only
RAIMENT/HEAD: shell helm
RAIMENT/BODY: nets
COLOR: pearl
HOLY DAYS: new moon
FREQUENCY OF SACRIFICE: monthly
FORM OF SACRIFICE: gems, pearls, <corals,> humans, lobsters
PLACE OF WORSHIP: underwater shrines

Thanks again, Gary, for everything! :D

Hope my input is of some benefit!

Cheers,
Gary

Col_Pladoh

Wednesday, 2nd February, 2005, 04:32 PM

Quote:

Originally Posted by **dcas**

Ah, perhaps you should put him in touch with TLG. :)

Fat lot of good that would do, but I'll give it a try. Getting Francois to do anything other than his graphic novels is a most challenging task, you see. He dislikes working, preferring to spend most of his time gaming :uhoh:

I will email him about this though1

Cheers,
Gary

Col_Pladoh

Wednesday, 2nd February, 2005, 04:37 PM

Quote:

Originally Posted by Henry

...And to answer my burning question... scaly, or hairy?

Heh...

I thought of kobolds as humanoid, but with green complexion due to their forest habitat and skin that was rough and scaly even though they were mammalian.

What your kobolds have in the way of skin texture can be quite different;)

cheers,
Gary

Mythmere1

Wednesday, 2nd February, 2005, 06:15 PM

I have to just register thanks for the game - I've enjoyed it all my adult life.

If you'd post (even just a "hello") on the C&C message board, just once, that would be really fantastic. We Castles & Crusades folks tend to be big fans.

[C&C message board \(Players Handbook Board\)](#)

mythusmage

Wednesday, 2nd February, 2005, 06:40 PM

Quote:

Originally Posted by Col_Pladoh

Heh...

I thought of kobolds as humanoid, but with green complexion due to their forest habitat and skin that was rough and scaly even though they were mammalian.

What your kobolds have in the way of skin texture can be quite different;)

cheers,
Gary

I figured some kobolds had algae growing in their fur. :)

Mythmere1

Wednesday, 2nd February, 2005, 06:54 PM

Actually, I do have a question. In the early days just after publishing the first hardback (I don't know if it was the MM or the PH - they were both out when I started playing, but not the DMG), how chaotic was it? There must have been a severe shortage of cash to get out the hardbacks and the little 1-3 level monsters and treasure books, while also funding Dragon. How did you manage that? Was new money coming in, or were you publishing new books with the proceeds of the published ones. At what point did you realize that the country was going to buy everything that you could afford to print, and how did you react to the realization that D&D was going to be a craze of nationwide magnitude? Fear? Excitement? Repeated glances at checkbook? Frenzied bouts of authorial effort? Did it affect quality control on any of the books or products in your opinion?

Col_Pladoh

Wednesday, 2nd February, 2005, 07:06 PM

Quote:

Originally Posted by Mythmere1

I have to just register thanks for the game - I've enjoyed it all my adult life.

If you'd post (even just a "hello") on the C&C message board, just once, that would be really fantastic. We Castles & Crusades folks tend to be big fans.

[C&C message board \(Players Handbook Board\)](#)

Hi Mythmere1,

TCO:)

Gary

Col_Pladoh

Wednesday, 2nd February, 2005, 07:07 PM

Quote:

Originally Posted by mythusmage

I figured some kobolds had algae growing in their fur. :)

Well...

In the dark, damp forests, that could well be moss, as is seen on the backs of sole old snapping turtles :eek:

Heh,
Gary

Col_Pladoh

Wednesday, 2nd February, 2005, 07:22 PM

Quote:

*Originally Posted by **Mythmere1***

Actually, I do have a question. In the early days just after publishing the first hardback (I don't know if it was the MM or the PH - they were both out when I started playing, but not the DMG), how chaotic was it?

The first hardbound AD&D book was the MM published in 1977.

Things at the office were hectic but not chaotic. We were all crowded into an old house, a game shop taking up much of the ground floor, shipping in the former kitchen, inventory on the front porch and in the basement, and the offices upstairs on the first floor.

Quote:

There must have been a severe shortage of cash to get out the hardbacks and the little 1-3 level monsters and treasure books, while also funding Dragon. How did you manage that? Was new money coming in, or were you publishing new books with the proceeds of the published ones. At what point did you realize that the country was going to buy everything that you could afford to print, and how did you react to the realization that D&D was going to be a craze of nationwide magnitude? Fear? Excitement? Repeated glances at checkbook? Frenzied bouts of authorial effort? Did it affect quality control on any of the books or products in your opinion?

At that time I was the actual CEO of TSR, and money was tight because we had to reprint D&D works and produce new material at the same time, even as we paid employees. Sales were good, so cash flow was key. We borrowed some short-term cash to produce smaller products, and raised funds by offering lifetime subs to the DARGON and also to new game products. While the zine was then a cash drain, the goodwill and advertising/promotion were more than a counter-balance.

It was in 1976 that we recognized that the game was going to be a growing one, and planned accordingly. I kept long term debt to about the amount of revenue the company generated in a month, and so the operation was very profitable. Not many customers were slow in paying, as they wanted to keep getting restocks and new product, so cash flow was good.

The main thing that affected quality control was lack of personnel and the need to get product into the pipeline or face outraged consumers. In all, I believe we did a very fine job all things considered.

Cheers,
Gary

Mythmere1

Wednesday, 2nd February, 2005, 07:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

In all, I believe we did a very fine job all things considered.

Cheers,
Gary

Me, too. Thanks for the reply and the visit to Castles & Crusades!

scadgrad

Wednesday, 2nd February, 2005, 08:28 PM

Mr. Gygax,

As so many have said before, thank you for this game. It has brought me so much joy over the past 27 years. Additionally, your list of suggested reading was invaluable to those of us with no peer group to make such recommendations in the dark days of 1980. East Tennessee in those days was not exactly chock-full of fantasy literature fans.

I'm curious about the origins of a few of the original monsters from the MM; the Gnoll in particular and later, the Flind. I've heard that these have an origin in fantasy literature, but for the life of me I can't imagine which series one might find them featured in. As a follow up to that question, of the monsters in that early tome, and in fact quite a few beasties of OD&D and AD&D, there are a good number which were entirely made from whole cloth, name and all. Of those, is there one, or a group, which you're particularly pleased with? I've always found the idea of the Puddings to be just wildly imaginative and appreciate the way that such strange, original creatures have become part of our shared experience.

And finally, one last question concerning level-draining, the latest edition makes this setback considerably less problematic than in the original. Personally, I prefer something closer to the original ruling, but I'm wondering, did your original players detest this rule as much as one might imagine (God knows my players always loathed it)? And, was this simply a very real method of instilling a sense of dread and fear into the players when confronted by powerful Undead? It always seemed cruel to me, but boy, it made those encounters tense and perhaps that was the point all along.

Continued good health to you Sir and looking forward to what you and the Trolls do w/ Castle Xagyg.

Geoffrey

Wednesday, 2nd February, 2005, 09:07 PM

Quote:

Originally Posted by Col_Pladoh

Okay Geoffrey,

My comments are given below:

Hope my input is of some benefit!

Cheers,
Gary

Thank you very, very much Gary! By the way, my wife says to me, "Gary Gygax costs you more money than anyone else on earth!" I'm afraid she's right. What with all your LA, DJ, AD&D, and D&D products (and soon C&C products as well!) that I buy...

Keep up the good work!

Col_Pladoh

Wednesday, 2nd February, 2005, 09:40 PM

Quote:

Originally Posted by scadgrad

Mr. Gygax,

As so many have said before, thank you for this game. It has brought me so much joy over the past 27 years. Additionally, your list of suggested reading was invaluable to those of us with no peer group to make such recommendations in the dark days of 1980. East Tennessee in those days was not exactly chock-full of fantasy literature fans.

You are welcome, and I am happy to have provided some fun and enjoyment. i was fortunate to have several close friends who were great F&SF fans, so little escaped our notice back in the 1950s, and I remained avidly reading in the genres through the 1960. Thereafter I had less time to read, did more historical reading as well/

Quote:

I'm curious about the origins of a few of the original monsters from the MM; the Gnoll in particular and later, the Flind. I've heard that these have an origin in fantasy literature, but for the life of me I can't imagine which series one might find them featured in. As a follow up to that question, of the monsters in that early tome, and in fact quite a few beasties of OD&D and AD&D, there are a good number which were entirely made from whole cloth, name and all. Of those, is there one, or a group, which you're particularly pleased with? I've always found the idea of the Puddings to be just wildly imaginative and appreciate the way that such strange, original creatures have become part of our shared experience.

I took the general name from a short story in The Magazine of Fantasy & Science Fiction, "The Man who sold Rope to the Gnoles". everything else i made up to suit the game;)

The flind is not my creation, it was done by a Brit, and first appeared in White Dwarf magazine, then in the Fiend Folio.

Quote:

And finally, one last question concerning level-draining, the latest edition makes this setback considerably less problematic than in the original. Personally, I prefer something closer to the original ruling, but I'm wondering, did your original players detest this rule as much as one might imagine (God knows my players always loathed it)? And, was this simply a very real method of instilling a sense of dread and fear into the players when confronted by powerful Undead? It always seemed cruel to me, but boy, it made those encounters tense and perhaps that was the point all along.

Continued good health to you Sir and looking forward to what you and the Trolls do w/ Castle Xagyg.

How I detest namby-pamby whiners that expect to play a real RPG without threat of character death or loss of a level, stat points, or even choice magic items! Without such possibilities, what is the purpose of play, a race to see which character can have the greatest level, highest stats, and largest horde of treasure? That is just too flaccid for words.

As an aside, level draining is less cruel than house rules I have heard about that cause loss of sight or appendages.

You pegged the reason for my adding that to the system. The threat is potent, yet does not actually kill the PC. There is even a clerical restoration possible, that costing much in the way of monetary and magical items likely, thus getting them out of play and giving more reason to PC to keep adventuring.

That said, when I was playing I dreaded seeing level-draining undead monsters, and thus they added as much excitement to the situation as might a death-dealing dragon;)

Cheers,
Gary

Col_Pladoh

Wednesday, 2nd February, 2005, 09:44 PM

Quote:

Originally Posted by Geoffrey

Thank you very, very much Gary! By the way, my wife says to me, "Gary Gygax costs you more money than anyone else on earth!" I'm afraid she's right. What with all your LA, DJ, AD&D, and D&D products (and soon C&C products as well!) that I buy...

Keep up the good work!

UNFAIR!

What about the amount of entertainment delivered by those same products. Compare the hours provided by games to the cost and time provided by going to the movies;)

Cheero,
Gary

Napftor

Wednesday, 2nd February, 2005, 09:53 PM

Greetings, Gary!

I saw a few posts ago here that you mentioned lifetime subscriptions to DRAGON. Are the folks who bought into this deal still receiving the magazine, do you suppose (I know you aren't privy to concrete facts here, but how about a guess)? And how much did a "lifetime subscription" cost when it was offered?

Thanks!
--Bret

Col_Pladoh

Wednesday, 2nd February, 2005, 10:40 PM

Quote:

Originally Posted by Napftor

Greetings, Gary!

I saw a few posts ago here that you mentioned lifetime subscriptions to DRAGON. Are the folks who bought into this deal still receiving the magazine, do you suppose (I know you aren't privy to concrete facts here, but how about a guess)? And how much did a "lifetime subscription" cost when it was offered?

Thanks!
--Bret

As I recall a lifetime sub to DRAGON was \$300 and a like sub to game products was \$700, about 30 people signed up for both, a few subbed only to the zine and likewise to the games offer. Each year the subber would have to complete and return a form saying that they wished to continue, and there was some considerable attrition that way.

I can't guess how many were left after 1985, but around then I think there were only about a dozen or so still receiving the zines and game products.

Cheers,
Gary

Gray Mouser

Wednesday, 2nd February, 2005, 11:17 PM

Hey Gary, I have a question regarding the playtesting of the G and D series modules. Did you run these modules as part of your campaign or was it a separate set of adventures that didn't impact the Greyhawk campaign in any substantial way?

Also, since Q1 was actually not of your original devising, how did you end the Giants-Drow series for those players who made it through the modules? Did they end up in the Abyss facing Lolth, face the Elder Elemental God (and be utterly destroyed, I am sure), hang out in the Drow's underworld wrecking havok, simply return to the upper world or something entirely different?

Thanks in advance.

Gray Mouser

Gray Mouser

Wednesday, 2nd February, 2005, 11:21 PM

Hey Gary, just thought of another question for you :)

With the popularity of late of the Lord of the Rings and Harry Potter movies which of your 1e modules would you most like to have made into a Fantasy/Sword and Sorcery movie? (BTW, as long as we're engaging in a little wishful thinking just assume the movie budget is comparable to that of the LoTR :)).

Gray Mouser

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Gary Gygax Q&A: part VII

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Gray Mouser

Wednesday, 2nd February, 2005, 11:24 PM

Heh, OK, last question for the night :)

With all the talk about Kobolds recently, I got to wondering if you specifically visualized them as dog-like. The picture in the monster manual appears that way, but I don't recall it being specified as such. The kobolds in *The Keep on the Borderlands*, however, are referred to as "dog-men", and I seem to remember an Erol Otus picture in a module where they appear somewhat canine (although I can't recall the module off hand). Anyway, was the dog-like appearance something you thought of or simply the result of the Monster Manual artist's (DCS, wasn't it?) imagination?

Gray Mouser

Col_Pladoh

Thursday, 3rd February, 2005, 04:21 PM

Quote:

Originally Posted by **Gray Mouser**

Hey Gary, I have a question regarding the playtesting of the G and D series modules. Did you run these modules as part of your campaign or was it a separate set of adventures that didn't impact the Greyhawk campaign in any substantial way?

Also, since Q1 was actually not of your original devising, how did you end the Giants-Drow series for those players who made it through the modules? Did they end up in the Abyss facing Lolth, face the Elder Elemental God (and be utterly destroyed, I am sure), hang out in the Drow's underworld wrecking havoc, simply return to the upper world or something entirely different?

Thanks in advance.

Gray Mouser

By the time I wrote the G and D series modules, the group of players I DMed for had altered considerably from that of the early 70s, although Ernie and Rob and Terry Kuntz were still there. The adventures in the two series were indeed a part of the overall campaign, and a number of the PCs involved belonged to TSR employees, including Tim Kask and James Ward. We played in the TSR building a good deal after regular working hours.

The successful handling of the G and D series didn't really have any impact on the campaign, save to beef up the PCs. When the lads managed to penetrate all the way to the Vault of the Drow it was most disheartening to me. They took one look around and made haste to get away, so they never did much in the way of wreaking havoc down there, let alone run into Lolth or the Elder Elemental God.

Cheers,
Gary

Col_Pladoh

Thursday, 3rd February, 2005, 04:33 PM

Quote:

Originally Posted by **Gray Mouser**

Hey Gary, just thought of another question for you :)

With the popularity of late of the Lord of the Rings and Harry Potter movies which of your 1e modules would you most like to have made into a Fantasy/Sword and Sorcery movie? (BTW, as long as we're engaging in a little wishful thinking just assume the movie budget is comparable to that of the LoTR :)).

Gray Mouser

Whew, 'Mouser!

That's a tough question, mainly because all of those adventures were designed with gaming in mind, not the telling of a dramatic tale. The fact is that I don't think any of them would serve as the basis for a major motion picture. About the only writing of mine that might be viable are the "Magister Setne Inhetep" fantasy mystery novels. and as they are each around 200 pages long, they would convert to a film script pretty handily. Thay they were written for the Dangerous Journeys FRPG system, Mythus, is of no matter, as the few game-specific portions could easily be altered. So too the world setting, the "AErth."

Cheers,
Gary

Captain Loincloth

Thursday, 3rd February, 2005, 04:54 PM

Hello Gary, I'm someone who recently rediscovered his love for old school D&D. Really miss the feel of the old game. I could ask you many

questions, but I'll try to keep it short.

First, in the Holmes basic set, there is mention of a "witch" class being in the AD&D Player's Handbook. Well we all know there was no witch. Was there originally a witch class that got dropped or was it entirely a figment of Holmes imagination?

Second, was there anything you REALLY wanted to do for AD&D but never got the chance?

Third, besides Castle Zagyg, are you planning on doing any more stuff for C+C?

Thanks, and BTW, Sorcerer's Scroll was the best column ever in Dragon, I'll be running Castle Zagyg this summer (I hope), and Erol Otus drew the best kobolds of any artist who ever worked for TSR or WotC.

Col_Pladoh

Thursday, 3rd February, 2005, 05:17 PM

Quote:

*Originally Posted by **Gray Mouser***

Heh, OK, last question for the night :)

With all the talk about Kobolds recently, I got to wondering if you specifically visualized them as dog-like. The picture in the monster manual appears that way, but I don't recall it being specified as such. The kobolds in The Keep on the Borderlands, however, are referred to as "dog-men", and I seem to remember an Erol Otus picture in a module where they appear somewhat canine (although I can't recall the module off hand). Anyway, was the dog-like appearance something you thought of or simply the result of the Monster Manual artist's (DCS, wasn't it?) imagination?

Gray Mouser

It was indeed Dave Sutherland that decided to give the kobolds a dog-like visage, likely because I had described gnolls as hyena-like. I had actually originally envisaged them as more impish or countenanced, but I went along with the depiction, as it made no difference to the game's play.

Kobolds in the Legendary Adventure game are very different, and very potent as either Avatars or non-avatars opposing the player team.

Cheers,
Gary

Col_Pladoh

Thursday, 3rd February, 2005, 05:26 PM

Quote:

*Originally Posted by **Captain Loincloth***

Hello Gary, I'm someone who recently rediscovered his love for old school D&D. Really miss the feel of the old game. I could ask you many questions, but I'll try to keep it short.

First, in the Holmes basic set, there is mention of a "witch" class being in the AD&D Player's Handbook. Well we all know there was no witch. Was there originally a witch class that got dropped or was it entirely a figment of Holmes imagination?

That mention slipped by me, and all I can assume was that either Eric was planning to force such a class upon me, or else someone editing the work thought it a good joke to play. I never had a PC class of that sort in mind for the game.

Quote:

Second, was there anything you REALLY wanted to do for AD&D but never got the chance?

No, there wasn't anything critical that was missed by me...other than a proper revision of the AD&D system. Don't ask about what I would have done in that regard. The effort of explaining is not worth it, as such is meaningless.

Quote:

Third, besides Castle Zagyg, are you planning on doing any more stuff for C+C?

Thanks, and BTW, Sorcerer's Scroll was the best column ever in Dragon, I'll be running Castle Zagyg this summer (I hope), and Erol Otus drew the best kobolds of any artist who ever worked for TSR or WotC.

As the castle ruins and dungeon levels are hardly begun, and the work to complete them will surely take two of us two or more years to complete, I have made no plans to create anything further for the C+C game. While I find it fun as a change of pace, I much prefer designing material for the Legendary Adventure game:)

Cheers,
Gary

RFisher

Thursday, 3rd February, 2005, 06:35 PM

Gary, now that I have LA Essentials, you've created quite a quandry for me. Which will I attempt to force upon my group next: OD&D or LA? They are nearly equally appealing to me.

If the Trolls could convince François to do no more work than to locate a copy of his work for them, surely they could find people both to translate

& edit it. How nice it would be for us to finally see the work you've told us about in print as a C&C OA!

Any progress on getting a book of your & Rob's recollections of the early days as published in *Dragon* & elsewhere published?

Gray Mouser

Thursday, 3rd February, 2005, 06:49 PM

Quote:

Originally Posted by Col_Pladoh

Whew, 'Mouser!

That's a tough question, mainly because all of those adventures were designed with gaming in mind, not the telling of a dramatic tale. The fact is that I don't think any of them would serve as the basis for a major motion picture. About the only writing of mine that might be viable are the "Magister Setne Inhetep" fantasy mystery novels, and as they are each around 200 pages long, they would convert to a film script pretty handily. Thay they were written for the Dangerous Journeys FRPG system, Mythus, is of no matter, as the few game-specific portions could easily be altered. So too the world setting, the "AErth."

*Cheers,
Gary*

Hey Gary, thanks for the answer to my query. Just to let you know, I found a copy of *The Anubis Murders* in a used bookstore back in (maybe) 1995. A great read! I had always been interested in ancient Egypt when I was a kid and found the novel quite good.

Gray Mouser

Col_Pladoh

Thursday, 3rd February, 2005, 07:35 PM

Quote:

Originally Posted by RFisher

Gary, now that I have LA Essentials, you've created quite a quandry for me. Which will I attempt to force upon my group next: OD&D or LA? They are nearly equally appealing to me.

If the Trolls could convince François to do no more work than to locate a copy of his work for them, surely they could find people both to translate & edit it. How nice it would be for us to finally see the work you've told us about in print as a C&C OA!

*Any progress on getting a book of your & Rob's recollections of the early days as published in *Dragon* & elsewhere published?*

Howdy!

funny you should say that, as my group is torn between the two much the same way, only a three-way split with LA, OD&D, and C&C. We played in Yggsburg using C&C rules and had a fun time, and now the fellows are dungeon crawling using OD&D and loving it. As soon as possible, though, I want to get to a new La game module that Jon Creffield has just finished and turned over to the Trolls for publication.

As for the book compiling the humorous adventures Rob and i have DMed or engaged in, i asked Rob to supply me with more of his essays, but so far nada... I can't complain loudly, though, for i haven't turned over any castle or dungeon levels to him;)

Cheers,
Gary

Col_Pladoh

Thursday, 3rd February, 2005, 07:41 PM

Quote:

Originally Posted by Gray Mouser

*Hey Gary, thanks for the answer to my query. Just to let you know, I found a copy of *The Anubis Murders* in a used bookstore back in (maybe) 1995. A great read! I had always been interested in ancient Egypt when I was a kid and found the novel quite good.*

Gray Mouser

Thanks 'Mouser:)

The Anubis Murders was my first attempt at a mystery yarn, so it is only so-so IMO. the next two, The Samarkand Solution and Death in Delhi were better, with the latter the most exciting from my perspective. Death in Delhi might make a fair to middlin basis for a film script.

Cheers,
Gary

francisca

Thursday, 3rd February, 2005, 08:04 PM

Hey Gary-

Hope Groundhog Day found you in improving health.

My question concerns the original Monster Manual. being the first hardback RPG book ever published, did you have difficulty securing a printer for it? Were folks in the industry leery of such an expenditure for such a relatively new game? Or was it simply an exercise in waving enough

capital in their faces? :D Also what circumstances led to Random House being the distributor?

Thanks!

BOZ

Thursday, 3rd February, 2005, 08:28 PM

Quote:

*Originally Posted by **Col_Pladoh***

No, there wasn't anything critical that was missed by me...other than a proper revision of the AD&D system. Don't ask about what I would have done in that regard. The effort of explaining is not worth it, as such is meaningless.

it might be meaningful to someone who wanted to spend the time revising the 1e AD&D system the way you would have done it - preferring that to the 2e AD&D that TSR did - but this would require a lot of explanation on your part for not too much reward beyond "Thanks!" ;)

me though, eh, i never had a real problem with 2e. some things seemed silly and to make not much sense, but i had a lot of fun and was introduced to the game with that system.

Col_Pladoh

Thursday, 3rd February, 2005, 08:41 PM

Quote:

*Originally Posted by **francisca***

Hey Gary-

Hope Groundhog Day found you in improving health.

Thanks. I feel pretty well. the problem is that i tire out after about an hour, and game design calls for extended periods of hard concentration and work at the keyboard.

Quote:

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Thanks!

We has the dunds on hand to pay the printer for the initial 50,000 copies of the Monster Manual that were ordered. It was no problem finding a printer thst could do a stitched binding and school-book cover material either, as i wanted the AD&D volumes to be as nearly indestructable as could be managed. Later on the Blumes changed that so save a nickle or two on each copy printed...as if we weren't making enough as it was.

Crown books wanted me to write a special introductory game book exclusively for them. that was a no-go. Simon & Schuster contacted me about book trade distribution, but they were going to take a year to set it up, so i wasn't too thrilled. Then I got a phone call from Mildred Marmur, then the VP of Sub-Rights Licensing at Random House. they flew me out to NYC the next week and were ready to begin distribution in a month's time. As the remainder of the deal I negotiated assured TSR cash flow and other great benefits, i signed my name up there in their offices on the second day of our meetings.

Having Millie as an advocate was a lot of help in cutting a great deal for TSR. Both of her sons were D&Ders :D

Cheers,
Gary

Col_Pladoh

Thursday, 3rd February, 2005, 08:51 PM

Quote:

*Originally Posted by **BOZ***

it might be meaningful to someone who wanted to spend the time revising the 1e AD&D system the way you would have done it - preferring that to the 2e AD&D that TSR did - but this would require a lot of explanation on your part for not too much reward beyond "Thanks!" ;)

me though, eh, i never had a real problem with 2e. some things seemed silly and to make not much sense, but i had a lot of fun and was introduced to the game with that system.

Hi Boz,

Right you are about reward for effort. Especially nowadays, that just ain't going to happen as time and energy are limited resources.

Surely you have no problems with 2E, as it was your fisrt FRPG;) It did lose about half the AD&D audience for TSR, though, and that's a fact.

Cheers,
Gary

xmanii

Thursday, 3rd February, 2005, 08:56 PM

Hope all is well, and finds you in good health.

Been out of the loop for a bit, and was wanting to check your website at www.gygax.com, and I got some German site. Did you let it expire, or have a different site now?

Thanks for introducing D&D to me and everyone else :)

Hope to hear from you soon.

Col_Pladoh

Thursday, 3rd February, 2005, 09:43 PM

Quote:

Originally Posted by xmanii

Hope all is well, and finds you in good health.

Been out of the loop for a bit, and was wanting to check your website at www.gygax.com, and I got some German site. Did you let it expire, or have a different site now?

Thanks for introducing D&D to me and everyone else :)

Hope to hear from you soon.

Thanks, Xmanii,

All good wishes and prayers are most appreciated!

The old website got pirated some time back, so we secured www.egarygygax.com That said, we've never done anything with it, as i haven't the time or energy to devote to keeping up such a site. There were a couple of volunteers, but they didn't come through, so I just dropped any further effort. eventually we'll probably get something back up, but to my way of thinking to do a proper job of it demands a lot of input from me, and a lot of work by the webmaster managing the site.

Cheers,
Gary

johnsemjak

Thursday, 3rd February, 2005, 09:45 PM

Quote:

Originally Posted by Gray Mouser

Hey Gary, thanks for the answer to my query. Just to let you know, I found a copy of "The Anubis Murders" in a used bookstore back in (maybe) 1995. A great read! I had always been interested in ancient Egypt when I was a kid and found the novel quite good.

Gray Mouser

Funnily enough a couple of those books actually made their way to a game shop in Moscow Russia. I had been wondering if they were worth getting. I'll have to finally pick them up :)

*No don't anyone rush to **Portal Game Shop** in Moscow to beat me to them*

Col_Pladoh

Thursday, 3rd February, 2005, 09:51 PM

Quote:

Originally Posted by johnsemjak

Funnily enough a couple of those books actually made their way to a game shop in Moscow Russia. I had been wondering if they were worth getting. I'll have to finally pick them up :)

*No don't anyone rush to **Portal Game Shop** in Moscow to beat me to them*

Funny thing too;) We hope to get the La game translated into russian and sold there in the not too distant future;)

francisca

Friday, 4th February, 2005, 12:33 AM

Quote:

Originally Posted by Col_Pladoh

Thanks. I feel pretty well. the problem is that I tire out after about an hour, and game design calls for extended periods of hard concentration and work at the keyboard.

Well, I'm sure you're doing the right thing and not wearing yourself down. I'm sure the masses clamoring for "Gygaxian Tomes" will understand.

Quote:

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Having Millie as an advocate was a lot of help in cutting a great deal for TSR. Both of her sons were D&Ders :D

Cheers,
Gary

Sweet. So you pretty much had them beating a path to your door. Thanks for that little nugget of history. I always thought it was weird/cool that some of my childhood and textbooks were handled by the same people who did the AD&D books.

Take care, Col.

T. Foster

Friday, 4th February, 2005, 01:43 AM

Hi Gary,

Thanks again for taking time to answer all the questions and put up with all this fawning (I'm sure the latter is easier than the former ;)). Anyway, I've got another OD&D (1974) related question (something of an obsession of mine because I was too young to play it when it was 'current'):

In issue #2 of **The Strategic Review** in the article on "The Questions Most Frequently Asked About Dungeons & Dragons" there's a combat example that includes hints of an unarmed combat system that AFAIK never saw print anywhere else. Here's the relevant quote (emphasis added by me):

Quote:

Combat Example:

10 ORCS surprise a lone Hero wandering lost in the dungeons, but the die check reveals they are 30' distant at the time of surprise, so they use their initiative to close to melee distance. Initiative is now checked. The Hero scores a 3, plus 1 for his high dexterity, so it is counted 4. The Orcs score 6, and even a minus 1 for their lack of dexterity (optional) still allows them first attack. As they outnumber their opponent so heavily it is likely that they will try to overpower him rather than kill, so each hit they score will be counted as attempts to grapple the Hero:

- Assumed armor of the Hero: Chainmail & Shield -- AC 4.
- Score required to hit AC 4 -- 15 (by monsters with 1 hit die).
- Only 5 Orcs can attack, as they haven't had time to surround.

Assume the following dice scores for the Orcs attacks:

Orc #1 - 06; #2 - 10; #3 - 18; #4 - 20; #5 - 03.

Two of the Orcs have grappled the Hero, and if his score with 4 dice is less than their score with 2 dice he has been pinned helplessly. If it is a tie they are struggling, with the Hero still on his feet, but he will be unable to defend himself with his weapon. If the Hero scores higher than the Orcs use the positive difference to throw off his attackers, i.e. the Hero scores 15 and the Orcs scored but 8, so the Hero has tossed both aside, stunning them for 7 turns between them.

- Round 2: Initiative goes to the Hero.
- Score required to hit Orcs -- 11 (4th level fighter vs. AC 6).

Assume the following dice score by the Hero. Note that he is allowed one attack for each of his combat levels as the ratio of one Orc vs. the Hero is 1:4, so this is treated as normal (non-fantastic) melee, as is any combat where the score of one side is a base 1 hit die or less.

Hero: 19; 01; 16; 09. Two out of four blows struck. There are 8 orcs which can be possibly hit. An 8-sided die is rolled to determine which have been struck. Assume a 3 and an 8 are rolled. Orcs #3 and #8 are diced for to determine their hit points, and they have 3 and 4 points respectively. Orc #3 takes 6 damage points and is killed. Orc #8 takes 1 damage point and is able to fight.

- All 7 surviving/non-stunned Orcs are now able to attack.

Continued attempts to overpower the Hero are assumed, and no less than 4 Orcs are able to attack the Hero from positions where his shield cannot be brought into play, so his AC is therefore considered 5, and those Orcs which attack from behind add +2 to their hit dice. In the case it is quite likely that the Orcs will capture the Hero.

Was this an actual system used in your games at that time or just something that was created ad-hoc for this example? If the former, why was this (seemingly quite simple and straightforward) system abandoned in favor of the much more complicated percentile-based system found in the AD&D DMG (which was so complex that at least in my games it served to effectively discourage anyone from ever attempting those maneuvers, at least until we got UA)?

Also, I can't help noticing that both this example combat and the combat example in the AD&D PH feature large numbers of orcs taking out superior PC opponents by grappling them rather than engaging in straight up melee (which the higher level PCs would almost certainly win). Was this pure coincidence or were these intended as subtle hints to DMs how such 'mook' monsters should be played -- making up by sheer numbers what they lack in skill and hit dice?

As always,

All times are GMT +1. The time now is 03:47 PM.

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Gary Gygax Q&A: part VII

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Scott_Holst

Friday, 4th February, 2005, 02:34 AM

Hi ya Gary-

You mentioned in an earlier thread that you would have liked to see a revised AD&D system, why not go through Kenzor Co. and propose the revision, I think they hold the license for AD&D right now if I'm not mistaken.

Scott

Col_Pladoh

Friday, 4th February, 2005, 03:52 PM

Quote:

Originally Posted by francisca

Well, I'm sure you're doing the right thing and not wearing yourself down. I'm sure the masses clamoring for "Gygaxian Tomes" will understand.

Sweet. So you pretty much had them beating a path to your door. Thanks for that little nugget of history. I always thought it was weird/cool that some of my childhood and textbooks were handled by the same people who did the AD&D books.

Take care, Col.

Sales were burgeoning so as to attract the book trade, and thanks to sensationalist "news reporting" we got millions in publicity thereafter. The entertainment industry in California was also after us from about 1981 on through 1983--that's a very long time in terms of desirable film property.

Cheers,
Gary

Col_Pladoh

Friday, 4th February, 2005, 04:08 PM

Quote:

Originally Posted by T. Foster

Hi Gary,

Thanks again for taking time to answer all the questions and put up with all this fawning (I'm sure the latter is easier than the former ;). Anyway, I've got another OD&D (1974) related question (something of an obsession of mine because I was too young to play it when it was 'current'):

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As always,

Happy to be of service!

We sometimes used the SR system in grappling melees, but most often the DM simply weighed the situation and adjudicated without all that dice rolling. thus, eight orcs getting the jump on a 4th level fighter would be assumed to overpower him with some loss to themselves--d6 and another die roll for each KOed in the struggle, a score of 6 indicating killed in action.

The more complex system in AD&D was my error, mainly that of listening to those who wanted combat to be very detailed.

You are on target in regards the examples of low-level monsters seeking to come to grips with a strong PC. Eight orcs will likely be slain by a

well-armored 4th level fighter unless they use their sheer numbers to overwhelm him.

I now have that happen when pack animals attack characters. Two wolves, dogs, or hyenas, for example, both successful in hitting the same target human (or humanoid), will knock him down and put him at a considerable disadvantage.

Cheers,
Gary

Col_Pladoh

Friday, 4th February, 2005, 04:11 PM

Quote:

Originally Posted by Doomed Battalions

Hi ya Gary-

You mentioned in an earlier thread that you would have liked to see a revised AD&D system, why not go through Kenzor Co. and propose the revision, I think they hold the license for AD&D right now if I'm not mistaken.

Scott

Easy!

I don't particularly care for the direction that Kenzer has taken with Hackmaster--too frivolous and far too many books required to play;)

Now i do like the Castles & Crusades rules that Troll Lord Games has crafted under the OGL :cool:

Cheers,
Gary

BOZ

Friday, 4th February, 2005, 06:15 PM

Quote:

Originally Posted by Col_Pladoh

Surely you have no problems with 2E, as it was your first FRPG;) It did lose about half the AD&D audience for TSR, though, and that's a fact.

that it did, true. i have to confess though, i never really understood why people had such a problem with it. maybe that's because i was not part of the transition? the rules didn't seem to change in any great capacity, mostly cosmetic changes it seems to me - it certainly wasn't the day and night difference between AD&D and 3E D&D. maybe the animosity of people was because you had no personal involvement in the change (and didn't want to), or maybe it was the people who spearheaded the change and/or the dubious activities that caused you to not be with the company anymore... i just really don't see *that* big of a difference between the two editions of AD&D. forgive my ignorance. ;)

T. Foster

Friday, 4th February, 2005, 07:40 PM

Hi Gary, I've got a couple more for you. This time moving forward a bit, from 1974 all the way to 1977 ;)

I was looking through the J. Eric Holmes-edited D&D Basic rulebook last night (still my favorite of the various 'introductory' D&D sets) and got to wondering about a couple things:

While most of the rules in that book come straight from OD&D, there are several spots that anticipate AD&D (some spells, full treasure types table from the MM, etc. -- not to mention that the book consistently refers readers to AD&D, rather than OD&D, for further info) as well as a few rules that don't seem to match either edition (10 second instead of 1 minute combat rounds, initiative determined by Dex score with a die-roll used only to break ties, use of the magic-users' "% to know spells" table, etc.). Were these (the latter case) rulings decisions made by Dr. Holmes on his own (interpreting the sometimes ambiguous wordings in OD&D) or did they reflect actual thought and practices at TSR at the time (ideas that were subsequently rejected by the time AD&D saw print)?

And also I wonder why, since the book bills itself as an introduction to AD&D, once the full extent of the rule changes between OD&D and AD&D (such as starting the AC table at 10 instead of 9, upping fighters' clerics' and thieves' hit dice, granting spells to clerics starting at 1st level, etc.) were known that the Basic rulebook wasn't updated/revised to incorporate more of those changes and remain consistent (especially since the book was revised after the publication of the AD&D Monster Manual -- adding several creature listings (such as giant rats and troglodytes) that were present in the MM but not in the OD&D rules)? Was it simply not considered worth the effort, or had it already been decided by that point (1978-79) to keep "Basic D&D" closer to OD&D than to AD&D (i.e. the same thought process that eventually led to the 1981 revision of the Basic Set and introduction of the Expert Set as a replacement of sorts for the OD&D white-box)?

Regards,

T. Foster

Friday, 4th February, 2005, 07:58 PM

Another one I just thought of as I was typing the last question(s):

Back in 1988 I played with you at a convention game (Glathricon in Evansville, Indiana), exploring the Tomb of Rahotep under AD&D rules. One of the 'house rules' you used in that game (as well as the 'BUC' system for currency/treasure) was to give the characters 'joss factors,' as later seen in Dangerous Journeys. Were you simply playtesting ideas for your new system-in-progress, was this a special one-time-only consideration because of the difficulty of the particular module (which was *plenty* difficult, though I did manage to survive intact -- barely ;), or was this an idea you thought appropriate for addition to AD&D games in general? And if so, do you still think it's a good idea?

Just something that's been floating around the back of my mind for the past, oh, 17 or so years...

Col_Pladoh

Friday, 4th February, 2005, 08:44 PM

Quote:

Originally Posted by BOZ

that it did, true. i have to confess though, i never really understood why people had such a problem with it. maybe that's because i was not part of the transition? the rules didn't seem to change in any great capacity, mostly cosmetic changes it seems to me - it certainly wasn't the day and night difference between AD&D and 3E D&D. maybe the animosity of people was because you had no personal involvement in the change (and didn't want to), or maybe it was the people who spearheaded the change and/or the dubious activities that caused you to not be with the company anymore... i just really don't see that big of a difference between the two editions of AD&D. forgive my ignorance. ;)

Your guess is as good as mine, but the old saw about if it ain't broken don't fix it likely applies.

Cheerio,
Gary

Col_Pladoh

Friday, 4th February, 2005, 08:55 PM

Quote:

Originally Posted by T. Foster

Hi Gary, I've got a couple more for you. This time moving forward a bit, from 1974 all the way to 1977 ;):

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Thoughts and practices at TSR? Heh! As it happened, I reviewed Eric/s ms. and put in the material I was creating for the new AD&D system, thus making a transition from D&D to AD&D easier for those who wished to do so.

In short, I was 99% of the creative force in regards to the D&D/AD&D game until I put Frank Mentzer in charge of the D&D line.

Quote:

And also I wonder why, since the book bills itself as an introduction to AD&D, once the full extent of the rule changes between OD&D and AD&D (such as starting the AC table at 10 instead of 9, upping fighters' clerics' and thieves' hit dice, granting spells to clerics starting at 1st level, etc.) were known that the Basic rulebook wasn't updated/revised to incorporate more of those changes and remain consistent (especially since the book was revised after the publication of the AD&D Monster Manual -- adding several creature listings (such as giant rats and troglodytes) that were present in the MM but not in the OD&D rules)? Was it simply not considered worth the effort, or had it already been decided by that point (1978-79) to keep "Basic D&D" closer to OD&D than to AD&D (i.e. the same thought process that eventually led to the 1981 revision of the Basic Set and introduction of the Expert Set as a replacement of sorts for the OD&D white-box)?

Regards,

The Basic Set was not meant to be AD&D, or an introduction to it despite what someone at TSR put into the work. There was never any intention of melding the two games. That should be obvious from the continuation of the D&D game product line, its direction being different from AD&D's.

Cheers,
Gary

Col_Pladoh

Friday, 4th February, 2005, 08:58 PM

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Originally Posted by T. Foster

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Just something that's been floating around the back of my mind for the past, oh, 17 or so years...

Easy:)

As is pretty usual for me I was putting into play-test my ideas for the upcoming Mythus game. I thought joss Factors were very necessary for the ToR scenario, of course;)

That's the long and short of it.

Cheerio,
Gary

mattcolville

Friday, 4th February, 2005, 09:27 PM

Mr Gygax-

I've been reading these threads for so long, and so often started a post only to stop and say "Nah," that I cannot now remember if I've actually ever posted this, or merely typed it several times. Forgive me. :)

My name's Matthew Colville and I grew up playing your game. On behalf of myself and my dozen or so friends, all of whom have been playing together for the last 20 years I thank you, and those who contributed to the inspiration, for your work.

I was very lucky in my life, and have been able to earn a good living and have a satisfying career as a game designer. Had there been no D&D in my life, I would not be recognizable as the person I am today. And I'm very, very happy.

After working for Last Unicorn Games and Wizards of the Coast and Decipher, I am now a designer and story editor for Pandemic Studios. We make video games. When I got my first job in the industry, working on the Dune CCG, I thanked my gaming group. Without their support and friendship, the notion of being a game designer would never have occurred to me. I thanked them again when I arrived at Pandemic. I am happy to report that, contrary to what my prior experiences would indicate, there are game companies out there who make a lot of money, make great games, and treat their employees with care and attention.

I thanked my friends, and I must also thank you. Playing D&D in 1986 set me on a path that led directly to where I am now. You and others created a genre of game that captured our imagination, led us on endless adventures, and left us with dozens of warstories we'll be telling the rest of our lives.

Further, though my formal education includes writing and composition and dramatic forms, my experiences as a game master and a player continually inform my work both as a designer and as a story editor.

I probably have a million questions for you, but obviously that's not the reason for my post. Thank you for the work you've done. Keep it up. I'll run the new Castle Zagyg as soon as I get my hands on it.

Col_Pladoh

Friday, 4th February, 2005, 10:00 PM

Thanks Matthew!

Those very kind words are much appreciated, and they and like testimonials are the best part of sharing my creative work. As I must always point out, however, at best what I did assisted you in realizing your potential even as it brought fun and friendship to you and your comrades.

So all I can add is that I am most happy to have been of service, and I surely enjoyed the "work";)

Cheers,
Gary

Vlad Le Démon

Saturday, 5th February, 2005, 12:17 AM

FeuMeuFeu

Quote:

Originally Posted by Col_Pladoh

Getting Francois to do anything other than his graphic novels is a most challenging task, you see.

Les Chroniques de la Lune Noire ?

Hello, Gary !!!

I've discovered D&D (and RPGs) with the Red Box. I've played AD&D1 and AD&D2...and now I'm playing 3.x and enjoy it...Even if D&D is my favorite RPG, I'm playing other RPG like Castle Falkenstein, Dying Earth, Warhammer (IMO the Enemy Within campaign is the best adventure ever published in the RPG industry), Hawkmoon, Star Wars, Star Trek etc...

The Questions now...

1. You have played with François Marcela Froideval, right ? Is it true that *L'Empire de Lynn* is located on Oerth ?
2. Have you ever played other RPG than D&D, C&C or LA ? Which ones ?
3. In D&D there is Dragons and...Dungeons...why have you chosen to set mostly of the adventures underground ? This is not very flamboyant and grandiose for great adventurers to crawl in the filth of tunnels and catacombs ;). There is a hidden meaning for this ?
4. What is your favorite color ?
5. What is your quest ?... :confused:

Thanks for all...

Col_Pladoh

Saturday, 5th February, 2005, 04:11 PM

Quote:

Originally Posted by Vlad Le Démon

Les Chroniques de la Lune Noire ?

None other:) Francois is working on the next book now.

Quote:

...

1. You have played with François Marcela Froideval, right ? Is it true that L'Empire de Lynn is located on Oerth ?

Yes, and yes. His area of Oerth was located to the west, and it included the island of Mephetron.

Quote:

2. Have you ever played other RPG than D&D, C&C or LA ? Which ones ?

Empier of the Petal Throne, Metamorphosis Alpha, Top Secret, GW, CoC, Paranoia, Dangerous Journeys (Unhallowed [horror] and Mythus [fantasy], and a few others, including some I was testing for paper or computer game publication.

Quote:

3. In D&D there is Dragons and...Dungeons...why have you choose to set mostly of the adventures underground ? This is not very flamboyant and grandiose for great adventurers to crawl in the filth of tunnels and catacombs ;). There is a hidden meaning for this ?

Heh, as if dungeon crawling wasn't the most popular sort of adventure! Note that many action films and most computer RPGs use such settings, whether actual dungeon-like places, caves, or industrial-type enclosed environments. think of the motion picture Alien.

The meaning is simple, to bring fun and excitement to the players involved. What better than the lurid tension of a subterranean maze?

Quote:

4. What is your favorite color ?

The rainbow and all its permutations.

5. What is your quest ?... :confused:

Thanks for all...[/QUOTE]

I am consumed by no driving force. I enjoy each day for what it brings.

Cheerio,
Gary

mistere29

Saturday, 5th February, 2005, 05:05 PM

Quote:

Originally Posted by Col_Pladoh

Hi Boz,

Right you are about reward for effort. Especially nowadays, that just ain't going to happen as time and energy are limited resources.

Surely you have no problems with 2E, as it was your first FRPG;) It did lose about half the AD&D audience for TSR, though, and that's a fact.

*Cheers,
Gary*

Well 2e was my first edition of D&D. Looking back now that i have the first edition books as well, I can say that is just as different from 1st as 3rd is.

The design team definately had the idea that "The DM should let the player Win" and "Sessions should look like a fantasy novel." Two things that Gygax argued against even back in the day.

While the rules look similiar, there are DOZENS of little changes made to the rules to faciliate the new style. Plus plus they got rid of almost everything from unearthed arcana, which was supposed to be the prototype for gary's 2e .

Normally i wouldn't post this for fear of starting and edition war, but Boz did bring it up first. I firmly believe that "old timer" complaints are legitmate and not just nostalgia, as people commonly beleive.

Col_Pladoh

Saturday, 5th February, 2005, 05:25 PM

Quote:

Originally Posted by mistere29

Well

...

Normally i wouldn't post this for fear of starting and edition war, but Boz did bring it up first. I firmly believe that "old timer" complaints are legitimate and not just nostalgia, as people commonly believe.

Hail1

Edition wars are the height of foolishness. Who can argue with someone's personal taste in entertainment of any sort? Disputing which game or variation thereof is superior is much the same as arguing about what food tastes best or what color is the most pleasing, is it not?

Over and above that, in general gamers have more in common with each other than do non-game buffs, so why fight amongst ourselves about games. Now politics are a different story altogether :]

Cheers,
Gary

Gray Mouser

Saturday, 5th February, 2005, 06:13 PM

Quote:

Originally Posted by Col_Pladoh

Your guess is as good as mine, but the old saw about if it ain't broken don't fix it likely applies.

Cheerio,
Gary

Boy, Colonel, this is an extremely good insight. I was one of those people who went along with the conversion to 2e and DM'ed a campaign for a while. Some of the changes in the game mechanics I liked, but more often than not they fell into two categories: 1) they revised something in the game that I didn't fully understand in the first place, or 2) they simplified something in a way that seemed to talk down to the players. This second criticism was made even clearer to me recently when I had the opportunity to peruse my old 2e PHB and DMG at my parents' house. Reading it I felt like I was reading a 4th grade primer! Definitely *not* the reaction I had when I read 1e stuff (even when I was *in* 4th grade, heh!).

The final nail in the 2e coffin for me was with all the class-related splat books, however.

Anyway, YMMV, but 2e seems to have meant well (in some respects) but to have been an experiment that ultimately failed. I didn't even know about 3e until about a year before the 3.5 revision and by that time I was well on my way back to 1e, anyway.

Gray Mouser

Col_Pladoh

Saturday, 5th February, 2005, 07:39 PM

Quote:

Originally Posted by Gray Mouser

...

The final nail in the 2e coffin for me was with all the class-related splat books, however.

TSR was short on sales because of the loss of consumer base, so they tried to make up for that by producing a plethora of unnecessary products. That simply drove away more of their customers.

Quote:

Anyway, YMMV, but 2e seems to have meant well (in some respects) but to have been an experiment that ultimately failed. I didn't even know about 3e until about a year before the 3.5 revision and by that time I was well on my way back to 1e, anyway.

Gray Mouser

IMO the revision was mainly malicious, and there's no question it is what brought down TSR.

Cheers,
Gary

BOZ

Saturday, 5th February, 2005, 07:44 PM

Quote:

Originally Posted by mistere29

Normally i wouldn't post this for fear of starting and edition war, but Boz did bring it up first. I firmly believe that "old timer" complaints are legitimate and not just nostalgia, as people commonly believe.

don't go blaming me now. ;)

Col_Pladoh

Saturday, 5th February, 2005, 07:50 PM

Quote:

Originally Posted by BOZ

don't go blaming me now. ;)

Well Dude!

As a Chicagoan by birth, I'll not blame you. Mayor Dailey is another matter... :lol:

Cheers,
Gary

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Gary Gygax Q&A: part VII

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Mark

Saturday, 5th February, 2005, 08:28 PM

You'll have to leave HizzJunior out of it. No politics allowed... ;)

Congrats on the new release of Hall of Many Panes D20 but what's up with www.gygax.com ?

Col_Pladoh

Saturday, 5th February, 2005, 08:38 PM

Quote:

Originally Posted by Mark

You'll have to leave HizzJunior out of it. No politics allowed... ;)

Congrats on the new release of Hall of Many Panes D20 but what's up with www.gygax.com ?

Heh, and I recall my father complaining about the Kelly Machine running the city. After about three-quarters of a century of Democratic rule, the old days were nothing, eh? give me the days of Big Bill Thompson and the Everleigh Sisters :p

You are on top of things, Mark! It was just last evening that I heard from the Trolls that the final production steps were moving forward on the Hall of many Panes boxed set. Its release should save me answering a lot of email...

Cheers,
Gary

mythusmage

Saturday, 5th February, 2005, 09:33 PM

Gary's quest?

The perfect pun. The play on words so right, so devastating Humanity is rendered speechless and reality can advance to the next stage. When that happens he advances to 5th level and gets a special GMing Feat.

Gray Mouser

Saturday, 5th February, 2005, 11:45 PM

Quote:

Originally Posted by Col_Pladoh

TSR was short on sales bacause of the loss of consumer base, so they tried to make up for that by producing a plethora of unnecessary products. That simply drove away more of their customers.

IMO the revision was mainly malicious, and there's no question it is what brought down TSR.

Cheers,
Gary

Not to start a gripe session or anything, Gary, but do you mean that the revisions in 2e were done to basically make things in AD&D less Gygaxian?

If that's the case then there was a great deal of success in that regard (for the worse, imho). Additionally, you certainly seem to be correct regarding 2e being the downfall of TSR.

Gray Mouser

foehammerx

Sunday, 6th February, 2005, 11:24 AM

Ok Gary,
Here it comes.

I still DM and will always DM your original D&D world. But I basically consider everything that TSR/Wizards did after you left, someones personal house rules. So i wonder what would have become of things had they gone on under your orginal intentions

Is Mord LG and if so why does he strive to maintain balance with his group of wizards. Or is he manipulating the others to do good under the guise of mainatinining nuetrality.

Vecna, Is he your creation. Is he the first lich, Was he arround or involved with the Twin Caticlisms.

Is Graz the father of Iuz?

Do you still run games in your original D&D world and if so, IN YOUR HOME GAME what has become of The overking of the really great Kingdom?

What about The mayor/head of theives guild of the big city?

What about the 8 wizards and mord?

What about the demon ruler in the north?
And the demons witch mother?

Who do you think is the best game designer other then you?

What about Monte Cook?

What are Immortals of the 5 spheres and what is their relation to deities?

Who is the oldest and greatest power in the multiverse, is there THE ONE?

What do you consider the best source of what actually occurred in the twin catyclisms?

What do you consider your very best Module?

Is there a better place for me to aquire these answers?

PS: Eternal thanks for opening the portal to endless adventure

Col_Pladoh

Sunday, 6th February, 2005, 04:23 PM

Quote:

Originally Posted by Gray Mouser

Not to start a gripe session or anything, Gary, but do you mean that the revisions in 2e were done to basically make things in AD&D less Gyaxian?

If that's the case then there was a great deal of success in that regard (for the worse, imho). Additionally, you certainly seem to be correct regarding 2e being the downfall of TSR.

Gray Mouser

It was done so as to remove my name and have a "derivative" game for which no royalties were payable to me per agreement. to save 2.5% they wrecked the company...

Cheers,
Gary

Col_Pladoh

Sunday, 6th February, 2005, 04:38 PM

Quote:

Originally Posted by foehammerx

*Ok Gary,
Here it comes.*

I still DM and will always DM your original D&D world. But I basically consider everything that TSR/Wizards did after you left, someones personal house rules. So i wonder what would have become of things had they gone on under your orginal intentions.

Who knows? i surely can't say...

Quote:

Is Mord LG and if so why does he strive to maintain balance with his group of wizards. Or is he manipulting the others to do good under the guise of mainatinig nueterality.

No. Mordenkainen is Neutral, although he tends to prefer Good over Evil, Chaos over Law.

Quote:

Vecna, Is he your creation. Is he the first lich, Was he arround or involved with the Twin Caticlisms.

Brian blume made up the artifacts with the name "Vecna." All after that was devised by who knows which persons. In any event, as the term "lich" is found in dictionaries, Vecna could not be the first of that sort.

Quote:

Is Graz the father of Luz?

I hardly think so.

Quote:

Do you still run games in your original D&D world and if so, IN YOUR HOME GAME what has become of The overking of the really great Kingdom?

No, seldom if ever do I run O/AD&D game sessions on the WoG. Once the setting passed from my hands I lost interest in it.

Quote:

What about The mayor/head of theives guild of the big city?

What about the 8 wizards and mord?

*What about the demon ruler in the north?
And the demons witch mother?*

See above;)

Quote:

Who do you think is the best game designer other then you?

I don't make that sort of value judgement. It is best left to others.

Quote:

What about Monte Cook?

He has many avid fans.

Quote:

What are Immortals of the 5 spheres and what is their relation to dieties?

I give up.

Quote:

Who is the oldest and greatest power in the multiverse, is there THE ONE?

Depends on whose campaign setting is in question. As for any that I have done there is no such individual.

Quote:

What do you consider the best source of what actually occurred in the twin catyclisms?

I don't consider the matter at all. That is up to WoC.

Quote:

What do you consider your very best Module?

That question is very much akin to asking which is my favorite child...

Quote:

Is there a better place for me to acquire these answers?

For some of the questions that's quite likely!

Quote:

PS: Eternal thanks for opening the portal to endless adventure

Think nothing of it. It was my pleasure to share the enjoyment.

Cheers,
Gary

OK, I've got one. Please forgive me if this has been asked before, but I'm just too damned lazy to look through all the "Gary Gygax Q&A" threads.

Tomb Of Horrors: What were you thinking? Don't get me wrong, I love it. However, this module has got to be the antithesis of dungeons for all those D&Ders who insist upon "role-playing" as opposed to "roll-playing". I mean, you play this thing "in character" and you die. Period. Was it, therefore, your way of indirectly dictating "how" D&D was to be played? It's been suggested by others that TOH was just your way of "weeding out" the average, bad, and good players from the truly great players, if such a thing can even be defined. Well, what gives?

PS: Congratulations on the creation of The Tomb Of Horrors. All dungeons should aspire to its scheming level of challenge and thought.

MeiRen

Sunday, 6th February, 2005, 09:21 PM

First off, let me thank you for coming into this Q&A. I've been loving D&D since I was 12 or so, its exciting to see you here.

Two questions: I'm a student of East Asian History. I've always been curious, when you wrote "Oriental Adventures", what sources did you use? What was the overarching theme/idea behind the book? Why did you write it the way you did?

On a related note, I've always like the historical flavor of the earlier D&D products. I'm not sure what it is about the old books, but it does feel quite a bit like Dark Ages Europe. Now that we've got the OGL, I've been thinking of writing some historical flavored games of my own, simply as a hobby. (I'm not trying to make money.) Any advice?

Again, thanks for coming in. Sorry if you've had these questions many, many times in the past!

Alex Lampros, aka "Meigan Ren".

johnsemlak

Sunday, 6th February, 2005, 09:36 PM

Quote:

Originally Posted by MeiRen

Two questions: I'm a student of East Asian History. I've always been curious, when you wrote "Oriental Adventures", what sources did you use? What was the overarching theme/idea behind the book? Why did you write it the way you did?

Alex Lampros, aka "Meigan Ren".

I don't presume to speak for him, but I'll try to save the good Mr Gygax some time by pointing out a well-known fact: the AD&D *Oriental Adventures*, while bearing Gary Gygax's name on the front as the author, was actually written mostly by designer David Cook (this has been discussed recently in this very thread actually; go back a page or two).

Krieg

Sunday, 6th February, 2005, 11:10 PM

Quote:

Originally Posted by foehammerx

I still DM and will always DM your original D&D world. But I basically consider everything that TSR/Wizards did after you left, someones personal house rules.

As opposed to Gary's personal house rules? lol

foehammerx

Monday, 7th February, 2005, 01:57 PM

Hello again Gary,

It appears to me that you are perhaps not comfortable answering questions pertaining to WoG. I am more curious about the campaign as you ran it and not the published stuff.

But if its simply a matter of absolutely zero interest in revisiting concepts from over 20 years ago. I will leave you in peace.

What Level was Mordenkainen when last you played him as PC or NPC?

In your home WoG campaign what was the biggest most high level epic extravaganza you ever ran?

Was Orcus the father of IUZ in your campaign? (If not, who?)

If all your creative works were destroyed and all that remained was one adventure. Which adventurer would you prefer it be?

Do you have any opinions on Living Greyhawk?

You say you still DM OD&D and AD&D, what world/setting do you use?

Is there anything Wizards has done with D&D that you really liked. (Planescape?,)

And finally heres an important one for everyone reading this. Basically, what recent stuff do you have out now we can buy. Castle wolfmoon?, Yggburgh?, Novels? Kidneys?

PS: Enormous thanx for your time and patience

Col_Pladoh

Monday, 7th February, 2005, 02:58 PM

Quote:

Originally Posted by **Tuzenbach**

OK, I've got one. Please forgive me if this has been asked before, but I'm just too damned lazy to look through all the "Gary Gygax Q&A" threads.

*Tomb Of Horrors: What were you thinking? Don't get me wrong, I love it. However, this module has got to be the antithesis of dungeons for all those D&Ders who insist upon "role-playing" as opposed to "roll-playing". I mean, you play this thing "in character" and you die. Period. Was it, therefore, your way of indirectly dictating *how* D&D was to be played? It's been suggested by others that ToH was just your way of "weeding out" the average, bad, and good players from the truly great players, if such a thing can even be defined. Well, what gives?*

PS: Congratulations on the creation of The Tomb Of Horrors. All dungeons should aspire to its scheming level of challenge and thought.

Forget the business about role-playing. It is as boring as rule-playing and roll-playing are when made the focus of the game. Notice that I stress game, as that's what is the main operative word in the description of the activity. The majority of persons engaged in RPG activity love to go on dungeon crawls, so the ToH was designed to challenge the best of that lot.

That's the gist of it :cool:

Cheers,
Gary

Col_Pladoh

Monday, 7th February, 2005, 03:05 PM

Quote:

Originally Posted by **MeiRen**

First off, let me thank you for coming into this Q&A. I've been loving D&D since I was 12 or so, its exciting to see you here.

Thank you. My pleasure.

Quote:

Two questions: I'm a student of East Asian History. I've always been curious, when you wrote "Oriental Adventures", what sources did you use? What was the overarching theme/idea behind the book? Why did you write it the way you did?"

Zeb cook wrote the OA book, not me, so you'll have to direct those questions at him. I was totally occupied running TSR at the time the work was written and had no time for creative efforts:(

Quote:

On a related note, I've always like the historical flavor of the earlier D&D products. I'm not sure what it is about the old books, but it does feel quite a bit like Dark Ages Europe. Now that we've got the OGL, I've been thinking of writing some historical flavored games of my own, simply as a hobby. (I'm not trying to make money.) Any advice?

Again, thanks for coming in. Sorry if you've had these questions many, many times in the past!

Alex Lampros, aka "Meigan Ren".

A lot of my time has been spent pursuing history, military and otherwise, of the ancient period and middle ages...

If you develop new games don't be surprised if you can find no players outside your own group. The audience for RPGs is relatively small, the number of games available is relatively large, and all require a GM. Most GMs have no time or interest in learning yet another new system:;

Cheers,
Gary

Col_Pladoh

Monday, 7th February, 2005, 03:07 PM

Quote:

Originally Posted by **Krieg**

As opposed to Gary's personal house rules? lol

Just FYI, the best of those are called D&D and AD&D...

Heh,
Gary

Col_Pladoh

Monday, 7th February, 2005, 03:21 PM

Quote:

Originally Posted by **foehammerx**

Hello again Gary,

*It appears to me that you are perhaps not comfortable answering questions pertaining to WoG. I am more curious about the campaign as you ran it and not the published stuff.
But if its simply a matter of absolutely zero interest in revisiting concepts from over 20 years ago. I will leave you in peace.*

It is the property of WotC, and as such it is up to them to discuss, not me.

Quote:

What Level was Mordenkainen when last you played him as PC or NPC?

I don't discuss my PCs, as now and then I play them.

Quote:

In your home WoG campaign what was the biggest most high level epic extravaganza you ever ran?"

Never did we get into anything of that sort.

Quote:

Was Orcus the father of ILUZ in your campaign? (If not, who?)

No. The parentage of Luz was not discussed;)

[QUOTE] If all your creative works were destroyed and all that remained was one adventure. Which adventurer would you prefer it be?

Quote:

Rephrasing a question i have already declined to answer will not get any other response.

Quote:

Do you have any opinions on Living Greyhawk?

None for publication.

Quote:

You say you still DM OD&D and AD&D, what world/setting do you use?

I had been using WoG, but of late i have moved play to the Castle Zagyg environment.

Quote:

Is there anything Wizards has done with D&D that you really liked. (Planescape?,)

No Comment.

And finally heres an important one for everyone reading this. Basically, what recent stuff do you have out now we can buy. Castle wolfmoon?, Yggburgh?, Novels? Kidneys?

PS: Enormous thanx for your time and patience

Chris Clark hasn't gotten to the publication of Castle Wolfmoon as of yet. He is still working on the last portions of the Legendary Earth world Setting--three books yet to come, one of which is nearly ready.

I have a slug of stuff in for publication with Troll Lord Games (<http://www.trolllord.com/>). The most likely items of interest to readers here are the *Hall of Many Planes* super module and the Gygaxian Fantasy Worlds reference book series that is still in process of being expanded with new volumes.

Ciao,
Gary

loki44

Monday, 7th February, 2005, 04:55 PM

Quote:

Originally Posted by foehammerx

Kidneys?

Huh? :confused: What's a kidney go for on ebay these days?

Quote:

Originally Posted by Col_Pladoh

Just FYI, the best of those are called D&D and AD&D...

*Heh,
Gary*

:p

Well said.

Col_Pladoh

Monday, 7th February, 2005, 09:14 PM

Quote:

Originally Posted by loki44

Huh? :confused: What's a kidney go for on ebay these days?

Did you know that a proper steak & kidney pie has three sorts in it? That is lamb, veal, and beef kidney. With a thick but flakey crust one makes a lovely supper with a glass of Bordeaux :uhoh:

Cheers,
Gary

Col_Pladoh

Monday, 7th February, 2005, 09:15 PM

Quote:

Originally Posted by Krieg

:p

Well said.

Given enough time and opportunity even i can come up with something passable :confused:

Cheers
Gary

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Gary Gygax Q&A: part VII

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boLEN

Monday, 7th February, 2005, 10:06 PM

I have a history question for you, Gary. I know that D&D basically came out of a wargame. At what point did it evolve from my army fighting your army. To a DM and players who role-played. This seems to be quite a leap, so how did this happen?

Col_PladoH

Monday, 7th February, 2005, 10:40 PM

Quote:

Originally Posted by **boLEN**

I have a history question for you, Gary. I know that D&D basically came out of a wargame. At what point did it evolve from my army fighting your army. To a DM and players who role-played. This seems to be quite a leap, so how did this happen?

We started playing man-to-man games around 1968, with several players on each side and a command figure for each. From there it was a short step to one figure per player. Note that there was still a lot of stress on hiring men-at-arms in OD&D, though;

Cheers,
Gary

Gray Mouser

Monday, 7th February, 2005, 10:53 PM

Hey Gary, a couple things here. First, my question: when PC's in your campaign got to higher levels and started setting up strongholds did they ever engage in large-scale conflicts (viz., fielding armies against their foes)? If they did was such conflict resolved using *Chainmail* or did you wing it?

Also, I want to apologize if my comments about 2e being "de-Gygaxed" brought up some sour memories. Such certainly wasn't my intention (and I think the game suffered for it) and I hope I didn't cause any hard feelings.

Gray Mouser

Col_PladoH

Monday, 7th February, 2005, 11:35 PM

Quote:

Originally Posted by **Gray Mouser**

*Hey Gary, a couple things here. First, my question: when PC's in your campaign got to higher levels and started setting up strongholds did they ever engage in large-scale conflicts (viz., fielding armies against their foes)? If they did was such conflict resolved using *Chainmail* or did you wing it?*

We never got into any large-scale PC force vs. PC force battles in the campaign. however, Rob was the DM for some of Mordenkainen's roving forays with several thousands of troops, even city siege attacke. He winged such, as we both had considerable experience with large-scale military miniatures battles. That's what I did when a large PC force met a large NPC one opposed to it.

Quote:

Also, I want to apologize if my comments about 2e being "de-Gygaxed" brought up some sour memories. Such certainly wasn't my intention (and I think the game suffered for it) and I hope I didn't cause any hard feelings.

Gray Mouser

Not to worry, 'Mouser. You didn't upset me in the least with those comments. Fact it i am long past being phased by even pointed comments about my work as compared to others' whether based on some creative effort of mine or otherwise;)

Cheers,
Gary

francisca

Monday, 7th February, 2005, 11:39 PM

Gary-

Had you not developed and marketed D&D, do you think someone else would have come up with a fantasy role-playing game (or a roleplaying game of any other genre, for that matter)? Obviously, Arneson had something going on, but who knows what would have become of it without your collaboration. And SPI, etc were pretty cool the idea of D&D, if I recall correctly. I think I read that Traveller has deep roots as well, possibly as old as D&D, but I don't know that to be a fact.

Thanks again for taking the time to answer these sorts of questions, all of which must be repetitive and banal to you at this point.

Col_Pladoh

Monday, 7th February, 2005, 11:46 PM

Quote:

Originally Posted by francisca

Gary-

Had you not developed and marketed D&D, do you think someone else would have come up with a fantasy role-playing game (or a roleplaying game of any other genre, for that matter)? Obviously, Arneson had something going on, but who knows what would have become of it without your collaboration. And SPI, etc were pretty cool the idea of D&D, if I recall correctly. I think I read that Traveller has deep roots as well, possibly as old as D&D, but I don't know that to be a fact.

Speculation for sure, but in time someone would likely have come up with the idea for making "Let's Pretend" into a game and publishing it. When that might have happened is anyone's guess. However, I can say not a single hobby game company was in the least interested in the idea of a fantasy RPG.

As for TRAVELLER, it's chief creator told me he sat down with the three D&D rules booklets to design his game;)

Quote:

Thanks again for taking the time to answer these sorts of questions, all of which must be repetitive and banal to you at this point.

Welcome. Some questions are old hat, some aren't. Rather like engaging in conversation...

cheers,
Gary

grodog

Tuesday, 8th February, 2005, 03:12 AM

Gary, have you heard anything about the final module in the Castle Wolfmoon series---is it ever going to be printed??

Geoffrey

Tuesday, 8th February, 2005, 03:39 AM

Gary, how complete a game is the new Lejendary Adventure: Essentials? Is there a point (as with the old Holmes-edited D&D basic rulebook) at which you have to have additional books to continue play? Or could a group use this boxed set (and nothing else) to run a campaign lasting years? What has been cut from the three main LA rulebooks?

Could one run your new Hall of Many Panes using only the Lejendary Adventure: Essentials rules? Or would one also need the three main LA rulebooks?

Virel

Tuesday, 8th February, 2005, 04:48 AM

Quote:

Originally Posted by Col_Pladoh

Whew, 'Mouser!

That's a tough question, mainly because all of those adventures were designed with gaming in mind, not the telling of a dramatic tale. The fact is that I don't think any of them would serve as the basis for a major motion picture. About the only writing of mine that might be viable are the "Magister Setre Inhetep" fantasy mystery novels. and as they are each around 200 pages long, they would convert to a film script pretty handily. Thay they were written for the Dangerous Journeys FRPG system, Mythus, is of no matter, as the few game-specific portions could easily be altered. So too the world setting, the "AErth."

Cheers,
Gary

Tomb of Horrors!!! for the big screen. I think it would make an intense suspense movie like Alien. I know it would light years better than the drivel that HollyWood turns out. The natural sequel would be Return to the Tomb of Horrors. :cool:

Thank you for answering all the Sleep questions.

Virel

Tuesday, 8th February, 2005, 05:28 AM

The Illusionist...

Gary, would you share your views on the Illusionist class regarding the following?

Per AD&D 1st ed PHB p100 in bold.

T h r e t M n o n e l a g h f 5 0 e n r - p n e e e

M n o n e : m d ! m p ! n n t e : *
R a n g n : * d a e t h n g T h m n : *
D o r a t h ! n : * - a o h n g T h r ! w : *
A r n a ! f E f f n f t : *

E xp an ath! n / D n e f rh pth! n :T h n he d0 re h! a elw gahng & ffre Dein! of n e m dgh the50oennerle fpm expe rbtthn nf ad d h th! n ae ! n n ae n af h ad d h th! m aeee gab m ie d f Th xpm m pnee e arn :

Af f n f tN ! rm ae T h rne l n n d h n g
B O rn h n gH an d e l n ee agn
d h arm P n re ! n ra N ye t0 e' e l aghf A0
d ! m prn h n nd M an g0 agn e P r! tn f th! n f r! m E o he
E ne aргн R nad I aghf
E rae n - h n ed
T n ath n rT aee - h ! f k hn g Grae p
T rhn n de - en np
H ! ed P ! rtae h n gD he.f T n n en r'e T e! at
I aghf I he e hen U n e n n n - n ro n nt

T h n hee0 eh! n he t m ayen arn an yte ipnperef! nf dehpn ge leeftr! Hm ! re h n mn0 tb the en amknthmnae ipm erae an O en r. If th n hee0 eh! n he t f h ! " !, dm tl rtakhnn tafht! dees ptaen e f ! @ m! aghf ! 5! of th reetpnce is ae a e n e p n ee.

Per AD&D PHB in the Illusionist section

W h hen b n h n g n q 0 ae , ! rn o nn ghe h5g0 tery lnen h m m!! re t!rn ne pn f te , h netCare dh !h n h gte tly rad f rd fth form n m pe ! y. A pn r0 e ae ! f th n n 0 m b n b ayhde dyprc dh !! if heeph) eere n d h araf th rat tpm eyean) atvneae rhae ipaew n ! rm ae m aghf 5 0 e n re an d p! e e h b tay e e tlygh begnmeIn on npb dn. nth n p! w nt!r! tif rh b e@ pn hele s h e t b D fne h ! w n o n r, b y th n e hm h tath! n e peti m d th pi yf tm n o n e aghf h

There were several ways this was viewed by the groups I knew back in the day. Many felt "take" meant memorize as in take that spell(s) into spell book & memory and "take" on the adventure! Others felt "take" meant learn as learn the spell and put in the spell book. The spell book & memory crowd would say well if that was meant then it would have said "learn" not "take" etc.

A) At 14th level the Illusionist can take 4 1st level Mu spell and gains another at each level. This was for learning spells and for casting. So a 23rd level Illusionist would be able to 13 1st level Mu spells at 23rd level ability.

B) At 14th level the Illusionist can take 4 1st level Mu spell and gains another at each level. This was for learning spells and NOT for casting. Each 1st level Mu spell took up a spell slot for a 7th level Illusionist spell. In other words, the Illusionist would take Weird, Prismatic Spray, Alter Reality (just short of a wish) or a 1st level Magic User spell like Read Magic or Sleep for a 7th level spell slot. The casting would be done at the Illusionist given level. ie 14th level Illusionist casts magic missile at 14th level mastery.

C) As B but the 1st level magic user spell is cast at 1st level ability for a 14th level Illusionist.

D) Something else entirely?

My group learned how to play from reading the books with no one to show us as we were all a bunch of wargamers that decided to try AD&D. In the end we house ruled (me as DM & my co-DM) that 4 1st level Mu spells could be taken as one 7th level Illusionist spell. Sort of like a better version of Rary's Neemonic Enhancer with 4 1st level spells instead of 3. We knew our ruling wasn't correct by the book but this seemed the "correct" balance point for the Illusionist in our games. The more experience folks playing AD&D we talked to at the time were split on the topic.

How was this supposed to work? Idea behind letting Illusionist cast some of the 1st level Mu spells? Did this work one way and then was changed to another?

Thank you again, for answer my prior question about sleep.

vortex

Tuesday, 8th February, 2005, 08:35 AM

Hi Gary,

One of the great icons of D&D (and subsequent RPGs) is the polyhedral dice. They are the backbone of the ruleset and, I think, one of the things that make the game stand out to newcomers.

Where did you get the idea for using them, and did you decide on the specific ones we use today?

cheers,

Akrasia

Tuesday, 8th February, 2005, 08:47 AM

Good Colonel,

I thought I should mention that my parents are *still angry* at you for writing the AD&D books and corrupting me at the tender age of 10 (already 24 years ago -- sheesh! :eek:).

Seriously, I cannot express what a huge influence your work has had on my life. I know AD&D is just a game, but it compelled me to read quite a bit as a tender child (and learn to use a thesaurus!), use math skills, write detailed notes, develop problem-solving (and problem-creating!) skills, and exercise my imagination in coming up with new worlds and adventures for my friends. At the time it was all 'just fun', but in retrospect, I see that playing those games served a vital role in my intellectual development. Plato states in *The Republic* that the key to educating young people is to make the process of learning seem like 'a fun game' and not about 'dry, important information' (or something like that -- I don't have the book here ;), and AD&D certainly did that for me.

It is a real pity that, as far as I know, the educational benefits of RPGs have never been explored in any detail. Was this something you ever considered in your years involved with RPGs?

I am looking forward to picking up the 'Hall of Many Panes' and the first book in the 'Castle Zagyg' series.

I know that you are introducing a few optional rules in the Zagyg book. Do these rules draw on Legendary Adventures? How easy do you think it

would be to combine aspects of LA and C&C in a single game?

One rather strange question: why is Lejendary Adventures spelled with a 'j'?

Anyway, thanks again for everything, and I hope that your health continues to improve.
:cool:

foehammerx

Tuesday, 8th February, 2005, 12:10 PM

Oh man Gary, Out of 20 questions i have asked you have only answered 4. You dont make it easy do you. In anycase, out of 20 questions you have responded to 20. For that i am most grateful. Thaxn indeed for your time and attention.

Robilar was totally evil. How or why did the other PCs in yours/robs campaign allow this and not seek to end him?

Where did Rary come from?

Where did Lemund come from, and what became of him?

Could you elaborate on what any of these guys were
Riggby, Felnorith, Siggby, Diggy (a dwarf), and the elves Vram and Vin

What did you think about Robilar and Rary turning evil and all that?

Have you heard Rob Kuntz story on what really happened (It was a Robilar clone)?

Another PC in a campaign with me got caught using weighted dice to roll stats yesterday. The worst cheating i ever saw. What would you do as Player or GM. ?

Are you sick of seeing the Patriot win superbowl?

Were you ever approached to COME BACK or do something with D&D when wizards then Hasbro took over?

Do you still deal with Rob Kuntz, it would seem only proper that he have a hand in the NEW CASTLE ZAGIG.

Did Mordenkainen ever visit any other published setting?

Is there anywhere to get a complete list of everything you have written. Books, games, adventurers, everything. If so WHERE?

Thanx EGG

Col_Pladoh

Tuesday, 8th February, 2005, 05:38 PM

Quote:

Originally Posted by grodog

Gary, have you heard anything about the final module in the Castle Wolfmoon series---is it ever going to be printed??

It is in chris Clark's court, so you'll need to ask him. The third part is larger than the first two adventures, so that's part of the hang-up. Also, I believe Chris is considering a revision and re-printing of the initial portions when the final part is done.

I'll send this URL to him in a minute. ;)

Cheers,
Gary

Col_Pladoh

Tuesday, 8th February, 2005, 05:43 PM

Quote:

Originally Posted by Geoffrey

Gary, how complete a game is the new Lejendary Adventure: Essentials? Is there a point (as with the old Holmes-edited D&D basic rulebook) at which you have to have additional books to continue play? Or could a group use this boxed set (and nothing else) to run a campaign lasting years? What has been cut from the three main LA rulebooks?

Could one run your new Hall of Many Panes using only the Lejendary Adventure: Essentials rules? Or would one also need the three main LA rulebooks?

The LA Essentials boxed set is a complete game unto itself, and one can play an extended campaign using it. It has cut some of the Avatar Orders, Activations (spells), and creatures in interest of space.

The Trolls will be releasing my Living the Lejend, campaign base, module, and creature supplement to the 'Essentials boxed set very soon now.

Cheers,
Gary

Col_Pladoh

Tuesday, 8th February, 2005, 05:50 PM

Quote:

Originally Posted by vortex

Hi Gary,

One of the great icons of D&D (and subsequent RPGs) is the polyhedral dice. They are the backbone of the ruleset and, I think, one of the things that make the game stand out to newcomers

Where did you get the idea for using them, and did you decide on the specific ones we use today?

cheers,

Having random number generators other than the d6 or a deck of cards was desired by most miniatures game designers that I knew in the 1960s. When sometime c. 1971 I discovered the Platonic solids being sold as dice in a school supply catalog from a company based in California, I was delighted, and thus came all the new probability spreads in D&D;)

cheers,
Gary

Col_Pladoh

Tuesday, 8th February, 2005, 06:03 PM

Quote:

Originally Posted by Virel

Gary, would you share your views on the Illusionist class regarding the following?

...

A) At 14th level the Illusionist can take 4 1st level Mu spell and gains another at each level. This was for learning spells and for casting. So a 23rd level Illusionist would be able to 13 1st level Mu spells at 23rd level ability.

That's right, but being able to use them does not mean that the character has an extra 13 1st level spells, only the potential to select those spells as memorized ones to use, as set forth below.

Quote:

B) At 14th level the Illusionist can take 4 1st level Mu spell and gains another at each level. This was for learning spells and NOT for casting. Each 1st level Mu spell took up a spell slot for a 7th level Illusionist spell. In other words, the Illusionist would take Weird, Prismatic Spray, Alter Reality (just short of a wish) or a 1st level Magic User spell like Read Magic or Sleep for a 7th level spell slot. The casting would be done at the Illusionist given level. ie 14th level Illusionist casts magic missile at 14th level mastery.

Just so.

Quote:

C) As B but the 1st level magic user spell is cast at 1st level ability for a 14th level Illusionist.

No, they cast them as if 14th level magic-users. that makes their magic missile use meaningful.

Quote:

Thank you again, for answer my prior question about sleep.

Happy to be of service,
Gary

Col_Pladoh

Tuesday, 8th February, 2005, 06:16 PM

Quote:

Originally Posted by Akrasia

Good Colonel,

I thought I should mention that my parents are still angry at you for writing the AD&D books and corrupting me at the tender age of 10 (already 24 years ago -- sheesh! :eek:).

*Seriously, I cannot express what a huge influence your work has had on my life. I know AD&D is just a game, but it compelled me to read quite a bit as a tender child (and learn to use a thesaurus!), use math skills, write detailed notes, develop problem-solving (and problem-creating!) skills, and exercise my imagination in coming up with new worlds and adventures for my friends. At the time it was all 'just fun', but in retrospect, I see that playing those games served a vital role in my intellectual development. Plato states in *The Republic* that the key to educating young people is to make the process of learning seem like 'a fun game' and not about 'dry, important information' (or something like that -- I don't have the book here ;), and AD&D certainly did that for me.*

Your testimonial is most appreciated. While the game was created and purveyed for fun and entertainment, i did realize it had beneficial effects in regards learning and creativity;)

Quote:

It is a real pity that, as far as I know, the educational benefits of RPGs have never been explored in any detail. Was this something you ever considered in your years involved with RPGs?

Yes indeed! I advertised in teacher's magazines for interested ones to sign up for information about instructional classroom adventure modules using the D&D game system, then I hired a Ph.D in Educational Psychology, Dr. Don Snow. We had over 3,000 teachers on a mailing list, and modules for math and science complete when the Blume brothers decided that my idea was useless. They dropped the idea for the line and put Dr. don to work on ordinary editing. No need to relate what I thought of that, but if the terms "fools" comes to mind, I am understanding.

Quote:

I am looking forward to picking up the 'Hall of Many Panes' and the first book in the 'Castle Zagyg' series.

I know that you are introducing a few optional rules in the Zagyg book. Do these rules draw on Legendary Adventures? How easy do you think it would be to combine aspects of LA and C&C in a single game?

the monetary system I have therein comes from the La game. the skills are based loosely on ideas drawn from the LA game system. but they are different. I want the material to make play easier and less rules dependent, not more complicated, but the class-based system is so limited in regards to character capacities that I just had to add some skill bundles.

Quote:

One rather strange question: why is Legendary Adventures spelled with a 'j'?

So as to be a unique adjective usable as a trade mark.

Quote:

*Anyway, thanks again for everything, and I hope that your health continues to improve.
:cool:*

Welcome,
Gary

Col_Pladoh

Tuesday, 8th February, 2005, 06:34 PM

Quote:

*Originally Posted by **foehammerx***

Oh man Gary, Out of 20 questions i have asked you have only answered 4. You dont make it easy do you. In anycase, out of 20 questions you have responded to 20. For that i am most grateful. Thanx indeed for your time and attention.

Maybe you should ask different sorts of questions... :uhoh:

Quote:

Robilar was totally evil. How or why did the other PCs in yours/robs campaign allow this and not seek to end him?

Robilar, Terik, and Erac's Cousin became Lawful Evil. Mordenkainen as Neutral had no reason to assail them as long as they didn't cross the line with him. The other PCs of Good alignment in the game were quite lacking the power to take out those three characters.

Quote:

Where did Rary come from?

He fell out of the rear end of a horse... Seriously, that was a weak PC created by Brian Blume, a magic-user that was dropped when he became 3rd level, Medium Rary--and yes, I am being serious.

Quote:

Where did Lemund come from, and what became of him?

Why are you asking me all these questions? Lemund is Len Lakofka's PC, so ask him!

Quote:

*Could you elaborate on what any of these guys were
Riggby, Felnorith, Siggby, Diggby (a dwarf), and the elves Vram and Vin.*

I can elaborate to the extent that they are all PCs of mine. Sigby Grigbyson is the correct name, and the main dwarf is Zigby. You left out Slidell of Fax and Curley Greenleaf. All the "by" suffix names were forced on me by DM Rob Kuntz because I had so many PCs he thought they should be identifiable.

Quote:

What did you think about Robillard and Rary turning evil and all that?

Balderdash made up by someone other than the creators of those PCs, so I think nothing of it at all.

Quote:

Have you heard Rob Kuntz story on what really happened (It was a Robilar clone)?

See above.

Quote:

Another PC in a campaign with me got caught using weighted dice to roll stats yesterday. The worst cheating i ever saw. What would you do as Player or GM. ?

I would tell him he was a childish cheat, and that there was no room for such foolishness in a gaming group for which I served as Game Master, so hit the road and don't come back.

Quote:

Are you sick of seeing the Patriot win superbowl?

Indeed, I was rooting for the Colts to take the AFC, and for the Eagles in the Superbowl.

Quote:

Were you ever approached to COME BACK or do something with D&D when wizards then Hasbro took over?

No.

[QUOTE]Do you still deal with Rob Kuntz, it would seem only proper that he have a hand in the NEW CASTLE ZAGIG.

Yes, I am in communication with Rob. As for your observation, I concur, as it is far more work than I am willing to do.

Quote:

Did Mordenkainen ever visit any other published setting?

Metamorphosis Alpha's Starship Warden and Rob's campaign world.

Quote:

Is there anywhere to get a complete list of everything you have written. Books, games, adventurers, everything. If so WHERE?

Thanx EGG

Read back on this thread, and the answer to that question will be found. I hate to chew my cabbage twice:)

Forgemeister

Castel Wolfmoon MIA

Tuesday, 8th February, 2005, 07:54 PM

Quote:

Originally Posted by Col_Pladoh

It is in chris Clark's court, so you'll need to ask him. The third part is larger than the first two adventures, so that's part of the hang-up. Also, I believe Chris is considering a revision and re-printing of the initial portions when the final part is done.

I'll send this URL to him in a minute:)

Cheers,
Gary

>>

Thanks Gary...

YES, we plan on pubbing Castle Wolfmoon, but ran into the very snag Gary describes. With 6 levels and 6 extra-planar mini-adventures attached, the darn thing came out to OVER 360 pages... and in my book, that's too much even for a sourcebook, let alone a module.

We ARE re-writing bits of it, putting 'ending spots' (denouements) in where the story line naturally has breaks, and plan to release it as a series of modules that will both interconnect and play stand alone.

...and we also plan to bring the price down to a reasonable figure... like \$19.95 per issue.

I AM in the midst of ***The Exotic Realms of Hazgar*** (Hekaforge) sourcebook for Hekaforge, and am also writing ***Playin' in the Streets RPG***

(Inner City) right now with hoped for release dates of May and June, respectively. I am also about done with one new micro-game, ***Trade Wars*** (Inner City), and am working in conjunction with Mike Leeke out here on ***Some Assembly Required*** (Inner City). A second Edition of ***Fuzzy Heroes*** (Inner City) is also planned for late this year, as well as ***Jewels of the East*** for Hekaforge, and another module for LA entitled ***Hekanaptra, Lost City of the Utiss***(again, Hekaforge).

An optomistic schedule, I'll admit... But I am pretty good, and Gary's going to help with some of that :-)

...right Gary ?

AND we would like to get at least the first four levels of Castle Wolfmoon out as modules this year as well.

Sleep is for the weak.

XXOOCC

(Chris Clark - Inner City Games Designs and Hekaforge Productions)

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Gary Gygax Q&A: part VII

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Col_Pladoh

Tuesday, 8th February, 2005, 09:13 PM

Well Chris...

What can I add?

But you didn't say whether or not you planned to revise *A Challenge of Arm's* and *Ritual of the Golden Eyes* so as to make a nifty campaign series out of them to match with *Castle Woldmoon*'s multi-parts :lol:

Cheers,
Gary

Gray Mouser

Tuesday, 8th February, 2005, 11:11 PM

Quote:

Originally Posted by Col_Pladoh

Did you know that a proper steak & kidney pie has three sorts in it? That is lamb, veal, and beef kidney. With a thick but flakey crust one makes a lovely supper with a glass of Bordeaux :uhoh:

Cheers,
Gary

Well, Gary, the flakey crust and the Bordeaux sound delicious!

Other than that... Heh ;)

Gray Mouser

Col_Pladoh

Tuesday, 8th February, 2005, 11:37 PM

Quote:

Originally Posted by Gray Mouser

Well, Gary, the flakey crust and the Bordeaux sound delicious!

Other than that... Heh ;)

Gray Mouser

Spoken (virtually) as one who doesn't find roast leg of mutton a delicate dish, and spurns a breaded veal kidney chop :]

How about flaming plum pudding or a trifle for dessert after the double Gloster, Cheshire and Stilton cheese course?

Heh,
Gary

Jdvn1

Tuesday, 8th February, 2005, 11:44 PM

Speaking of which... What's your favorite food, Gary?

... Yeah.

Maliki

Tuesday, 8th February, 2005, 11:47 PM

Just a simple thanks, for all the countless hours of fun you have given to me, for all the friends I've made because of the simple game that you created all those years ago. thank you Mr. Gygax.

Col_Pladoh

Tuesday, 8th February, 2005, 11:58 PM

Quote:

Originally Posted by Jdvn1

Speaking of which... What's your favorite food, Gary?

... Yeah.

Well...

That's like asking what my favorite game is. I am a gastronome but not above enjoying a tamale or poor boy sandwich. My favorite cuisine is Italian (northern at the top) then French (nouvelle at the bottom), then Chinese, next Hungarian, then a bunch are tied--for example Moroccan, Spanish, Indian, Japanese, British, German-Swiss...

Never guess I am having a glass of wine before dinner, eh? :lol:

Cheers,
Gary

Col_Pladoh

Wednesday, 9th February, 2005, 12:00 AM

Quote:

*Originally Posted by **Maliki***

Just a simple thanks, for all the countless hours of fun you have given to me, for all the friends I've made because of the simple game that you created all those years ago. thank you Mr. Gygax.

Make that "Gary," and you've got a warm "welcome!" :D

Cheerio,
Gary

Jdvn1

Wednesday, 9th February, 2005, 12:05 AM

Quote:

*Originally Posted by **Col_Pladoh***

That's like asking what my favorite game is. I am a gastronome but not above enjoying a tamale or poor boy sandwich. My favorite cuisine is Italian (northern at the top) then French (nouvelle at the bottom), then Chinese, next Hungarian, then a bunch are tied--for example Moroccan, Spanish, Indian, Japanese, British, German-Swiss...

Never guess I am having a glass of wine before dinner, eh? :lol:

Cheers,
Gary

Just one glass? ;) I'm also one for trying a huge amount of cuisines, though.

Really, I've been reading this thread for a long time, but not being an OD&D player, I never knew what to ask. The things I did want to know have been asked and you've been vague about (I'm really interested in Mordenkainen, what a legend!). So I just decided to ask you the first thing that came to mind.

I don't think anyone can thank a creative mind enough, but we can try to honor them by furthering their creativity. Thanks anyway. :heh:

foehammerx

Wednesday, 9th February, 2005, 11:04 AM

Your Patience is staggering Gary,

Will the Town of Yggsgburg be interchangeable with the The City of GH, and The New castle Zagig be interchangeable with Castle GH. I was assuming one inspired the other?

Which of the futuristic settings/systems do you prefer?

I heard you say you liked the Castles and Crusades setting which is d20 compliant. What did they do differently from core d20 that made you give 'em the nod?

What world was the old D&D cartoon set on? (WoG?, Known World?)

Did you have anything to do with creating Warduke, Were you pissed when he captured the Dungeon Master?

Col_Pladoh

Wednesday, 9th February, 2005, 04:05 PM

Quote:

*Originally Posted by **foehammerx***

Your Patience is staggering Gary,

Not astonishing if you think of my responding as a form of conversation with fellows with a similar interest.

Quote:

Will the Town of Yggsgburg be interchangeable with the The City of GH, and The New castle Zagig be interchangeable with Castle GH. I was assuming one inspired the other??

Yggsgburgh is nothing like a vast city. It can be placed into almost ant campaign world, even though its area covers at least 1,200 square miles. If it is placed on the WoG map, the town is some miles south of the City of Greyhawk.

As for the so-called Cstle Greyhawk module, it is a bad joke, and I shall say no more.

Quote:

Which of the futuristic settings/systems do your prefer?

Mainly my own;)

Quote:

I heard you say you liked the Castles and Crusades setting which is d20 compliant. What did they do differently from core d20 that made you give 'em the nod?

D20? Not that I can detect. It is quite similar to OAD&D though...

Quote:

What world was the old D&D cartoon set on? (WoG?, Known World?)

Heh, as if Marvel would wish to bind the hands of its writers by adding yet more "bible" material to their requirements. In short, no world at all save that developed by the stories written for the show.

Quote:

Did you have anything to do with creating Warduke, Were you pissed when he captured the Dungeon Master?

No, that was based on a toy figure done by Duke Siefried who was then employed by TSR.

As for dungeon Master being captures, I felt not the least qualm and passed the script back for production without comment other than approval.

Cheers,
Gary

Col_Pladoh

Wednesday, 9th February, 2005, 04:10 PM

Quote:

Originally Posted by Jdvn1

Just one glass? ;) I'm also one for trying a huge amount of cuisines, though.

Indeed, and I forgot to mention Ethopian cuisine, one of my favorites but difficult to find. The best restaurant serving it that i have come across is the Blue Nile in Washington DC.

Quote:

Really, I've been reading this thread for a long time, but not being an OD&D player, I never knew what to ask. The things I did want to know have been asked and you've been vague about (I'm really interested in Mordenkainen, what a legend!). So I just decided to ask you the first thing that came to mind.

What about OAD&D? :eek:

Quote:

I don't think anyone can thank a creative mind enough, but we can try to honor them by furthering their creativity. Thanks anyway. :heh:

Heh, well, as long as the creativity is put to useful ends, right!

Thanks for your good words,
Gary

Napftor

Wednesday, 9th February, 2005, 04:15 PM

Hello again, Gary. These threads just keep getting more interesting.

While we're on topic of the D&D cartoon (which I love and watch an episode of every Sat. morning to this day), which script was your favorite and why? Same questions for which writer (I'm partial to Michael Reaves but Jeffrey Scott was prolific and maintained some good quality as well).

Quote:

Originally Posted by Col_Pladoh

Indeed, and I forgot to mention Ethopian cuisine, one of my favorites but difficult to find. The best restaurant serving it that i have come across is the Blue Nile in Washington DC.

Gary

We do have quite a few Ethiopian and Eritrean restraints here...I noticed Thai and Vietnamese where not on your list, perhaps something to add?

Ohh, and there is quite a difference between the leg of the lamb and the kidney of the lamb...but a glass of Bordeaux is always *tres bien*, to bad it is so expensive here in the states

In any case, as always this has been a great Q&A, thanks for this and so much more Gary!

trollwad

Wednesday, 9th February, 2005, 05:00 PM

placement of yggsburgh

since it is a non-wog product, you wont give 'official' guidance on where to place yggsburgh. but, unofficially, if your fans pleaded for some potential locations for yggsburgh on the WOG map, where might "some miles south (of greyhawk)" be?

presumably north of hardby. possibly on the western edge of the marshes between greyhawk and hardby (since the yggsburgh map seems to have swampy lake on it), about halfway between those two larger cities? Then, simply move 'zagyg's castle in the setting to this location rather than its official WOG setting just to the north of the city and then I can use your new material and not have to obsolesce my WOG collection?

Thanks

Gray Mouser

Wednesday, 9th February, 2005, 05:49 PM

Quote:

Originally Posted by Col_Pladoh

Spoken (virtually) as one who doesn't find roast leg of mutton a delicate dish, and spurns a breaded veal kidney chop :]

I have to admit I find lam only OK. As for the veal kidney, well I liek veal but not kidney!

Quote:

How about flaming plum pudding or a trifle for desert after the double Gloster, Cheshire and Stilton cheese course?

Heh,
Gary

Now these I can get on board with! :)

Gray Mouser

Lassiviren

Wednesday, 9th February, 2005, 06:53 PM

Hey Gary,

Thanks for taking a chance and pioneering a great game and publishing such great personal iconics and locations, ie WoG, my preferred setting.

Also if you are ever on the west coast there are some fine Ethiopian restaurants in the Berkley area and all around the Bay area in general.

Be Well.

loki44

Wednesday, 9th February, 2005, 07:32 PM

Quote:

Originally Posted by Col_Pladoh

Indeed, and I forgot to mention Ethopian cuisine, one of my favorites but difficult to find. The best restaurant serving it that i have come across is the Blue Nile in Washington DC.

Gary

Hey, if you're ever down in Atlanta gimme a holler and I'll hook you up with some fine Ethiopian grub....and just about any other cuisine you mentioned plus some, though I may be hard pressed to find Hungarian.

You seem to be a big fan of kidneys, what other sweetmeats do you enjoy? I'm a tripe man myself. Nothing better than a steaming bowl of menudo or pho on a cold rainy day.

alleynbard

Wednesday, 9th February, 2005, 08:14 PM

Quote:

*Originally Posted by **Col_Pladoh***

The best restaurant serving it that i have come across is the Blue Nile in Washington DC.

There is a restaurant here in Columbus, OH named the Blue Nile and it is pretty tasty Ethiopian. If you ever get into town for Origins or some such thing then I highly recommend it.

Speaking of cons, I understand your health prevents a great deal of activity but are there any cons you might be able to make in this coming year?

Most of the questions I would have asked have been answered. I eagerly await the arrival of Castle Zagyg and I want to express my thanks as well. I discovered D&D and AD&D when I was 8. It turned a frustrated and bored child into an imaginative individual. It taught me a great many things and gave me a place to express thoughts that had no previous outlet. The whole while my mother was leery, she believed much of the hideous propaganda of the 80's, but I know I would never have become the socially adept individual I am today if I had not been introduced to the game. I lanquished in school out of sheer boredom but through skills that I learned while playing D&D I became more focused. Today I am a writer as well as a Public Relations manager for an educational theatre company in Columbus, OH. I now have an opportunity to help kids like myself become greater than they first appear. And I account my early exposure to such a satisfying hobby as one of the foundations this is built upon.

Ack... I ramble. Just wanted to say thanks for all that you have done.

Anabstercorian

Thursday, 10th February, 2005, 12:41 AM

Quote:

*Originally Posted by **Col_Pladoh***

What about OAD&D? :eek:

What ABOUT OAD&D? I've never even heard of it until this moment. o.O

alleynbard

Thursday, 10th February, 2005, 03:01 AM

Quote:

*Originally Posted by **Anabstercorian***

What ABOUT OAD&D? I've never even heard of it until this moment. o.O

Its commonly known as 1st ed. But some of us grognards like to call it OAD&D because, essentially, all other editions pale in comparison.

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Gary Gygax Q&A: part VII

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broghammerj

Thursday, 10th February, 2005, 04:17 AM

Quote:

Originally Posted by Col_Pladoh

Did you know that a proper steak & kidney pie has three sorts in it? That is lamb, veal, and beef kidney. With a thick but flakey crust one makes a lovely supper with a glass of Bordeaux :uhoh:

As a urologist, I hope you can understand my disdain of kidneys or at least my disdain of eating them.

Thanks for getting a kid to read. I'll be the first to say a Gygaxian vocabulary will get you somewhere in life.

At least now I can really annoy my wife by talking with the creator of the game she loves to hate.

Best wishes on your health. ~JB

Jdvn1

Thursday, 10th February, 2005, 06:23 AM

Quote:

Originally Posted by Col_Pladoh

Indeed, and I forgot to mention Ethiopian cuisine, one of my favorites but difficult to find. The best restaurant serving it that I have come across is the Blue Nile in Washington DC.

Never tried Ethiopian. Is it anything like Mongolian? Aside from filling my D&D kick, I also have a cooking/culinary kick I need to have filled. I'm always up to try anything new, which has sometimes turned against me. If you like food and like a laugh, www.amateurgourmet.com is a pretty good site.

Well, I don't know what fills your schedule so you might not have time, but.

Oh, and I'm surprised how much response a small comment about Ethiopian cuisine can get. :uhoh:

Quote:

Originally Posted by Col_Pladoh

What about OAD&D? :eek:

Yeah, no. I'm relatively new to the hobby. When I have an opportunity, I read older books so I can get a feel for what D&D used to be like, but that's about it. I play with older players, but I'm more into the game than they are. I try to capture the D&D 'feel' when I GM, they just want to roll dice and level. I've started to get them to get more in the D&D 'spirit' but it's a slow process...

Quote:

Originally Posted by Col_Pladoh

Heh, well, as long as the creativity is put to useful ends, right!

It'd be more useful if I got paid to do this. We don't all have that luxury, though. ;)

Virel

Thursday, 10th February, 2005, 04:36 PM

Quote:

Originally Posted by Col_Pladoh

Your testimonial is most appreciated. While the game was created and purveyed for fun and entertainment, I did realize it had beneficial effects in regards learning and creativity;)

Yes indeed! I advertised in teacher's magazines for interested ones to sign up for information about instructional classroom adventure modules using the D&D game system, then I hired a Ph.D in Educational Psychology, Dr. Don Snow. We had over 3,000 teachers on a mailing list, and modules for math and science complete when the Blume brothers decided that my idea was useless. They dropped the idea for the line and put Dr. Don to work on ordinary editing. No need to relate what I thought of that, but if the term "fools" comes to mind, I am understanding.

<snip>

Welcome,
Gary

I felt the Blumes were ID10T errors for a long time...this just proves my long standing view of them is valid - again.

Does anyone know where any of this material could be found?

In my current 1st ed AD&D group, one player insisted her two children join and play (ages 11 & 13) because she felt it would help them in school and stimulate learning. The youngest one is quiet a problem solver for her age and the older one asked for his mom to buy him a Monster Manual so he could read about the creatures. He hates to read and this was the very first time he'd ever asked someone to buy something for him to read. She was estastic.

I would really like to keep the momentum going with the two youngest players...but it's a little hard to tailor puzzles etc to them sometimes etc.

This also fit with a long time ago when back in high school, a friend of mine that hated to read got interested in the game and started reading... a lot. His grades improved. Imagine that!

T. Foster

Thursday, 10th February, 2005, 06:51 PM

Hi Gary,

Something I've wondered about off and on for awhile and don't *think* I've ever asked (or read an answer to) before: how and why did you decide to use 1d20 as the randomizer for the alternate combat system and saving throw charts in D&D in place of the 2d6 rolls used in Chainmail? How much consideration did you give to the fact that the wide, flat 1d20 distribution creates a much more random (i.e. luck-based) feel than 2d6 where ~45% of all rolls will fall in the middle of the range (6-8) with the extreme high and low ends both correspondingly rarer? Was it a conscious decision that such a wide-open random/luck-based distribution was more appropriate to the feel of a heroic fantasy-based game as opposed to the more "realistic" historical feel of Chainmail with its less random (more predictable) 2d6 distribution? Do you find it odd that for the sake of 'consistency' and 'elegant design' that this very random 1d20 distribution is now applied to almost every roll in the game? Or am I reading too much into this?

Regards,

RFisher

Friday, 11th February, 2005, 10:15 PM

Quote:

Originally Posted by Col_Pladoh

In brief: We are using the three booklets. HP rolls are re-done if a 1 comes up. Fighters add +1 per die, and all PCs add +1 if their Con is above 14. Fighters add +1 damage for Str above 14. Dex does not affect AC just missile attacks. That's about it.

Picking up this sub-head about your group's recent OD&D campaign... (Yeah, other things have kept me from keeping up with my internet discussions...)

I ask these questions for many reasons. Mainly, I suppose, because--as someone who started with the c. 1981 Basic Set, Traveller, & OAD&D--I find the original game intriguing. Also, because I figure I'll force my group to give the old game a try sometime--& so--I'm interested in how others--especially its author--play it.

So, no thieves?

Everyone uses d6 for HD? All weapons do d6 damage?

When a cleric becomes a Curate, he only gets to add 1 hp to his current total rather than a full HD? (Or +2 if Con is >14?)

Elves have to declare each session whether they're operating as fighting-men or magic-users? (I assume they keep two XP totals: one for each class.)

Anyone playing an "Other Character Type"? A "young" Dragon, perhaps.

I'm guessing you let the players roll ability scores themselves rather than doing it yourself as Men & Magic indicates. Did you make them stick to 3d6 in order (with the modifications allowed on p.10)?

Do you use the weights on M&M p.15 for encumbrance, or just wing it?

Do you ever use reaction rolls? (I've always found them to be one of the most seldom used mechanics.)

Jdvn1

Friday, 11th February, 2005, 10:17 PM

bump
I hope Gary's okay.

T. Foster

Friday, 11th February, 2005, 10:41 PM

One of the players in Gary's current OD&D campaign just posted a session summary at dragonsfoot.org from a session held yesterday (Feb. 10, 2005), so I suspect that's the reason why Gary hasn't dropped by -- they used up all his 'gaming mojo' for the day in actual play ;)

Here's the post if you're curious.

Col_Pladoh

Saturday, 12th February, 2005, 03:19 PM

Quote:

Originally Posted by **Napftor**

Hello again, Gary. These threads just keep getting more interesting.

While we're on topic of the D&D cartoon (which I love and watch an episode of every Sat. morning to this day), which script was your favorite and why? Same questions for which writer (I'm partial to Michael Reaves but Jeffrey Scott was prolific and maintained some good quality as well).

Of course I preferred those scripts for which I suggested the springboards, but after all these years my memory of the lot is pretty fuzzy. All of my videotapes of the show are lost.

I can say that that Michael Reeves unproduced script, *Requim*, meant to be the concluding eisode of for the series, is IMO the best.

Cheers,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 03:25 PM

Quote:

Originally Posted by **TerraDave**

We do have quite a few Ethiopian and Eritrean restraints here...I noticed Thai and Vietnamese where not on your list, perhaps something to add?

Ohh, and there is quite a difference between the leg of the lamb and the kidney of the lamb...but a glass of Bordeaux is always tres bien , to bad it is so expensive here in the states

In any case, as always this has been a great Q&A, thanks for this and so much more Gary!

Thai and Vietnamese cuisine tend to be a bit too hot for my taste (and stomach), so they are in my third tier of foods.

Actually, I prefer mutton to mutton to lamb, for the former has more flavor, but it is very difficult to get mutton here these days.

I also enjoy the top Burgundies of France, and it is sad for us that all good wine is so blasted expensive here :confused:

Cheers,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 03:33 PM

Quote:

Originally Posted by **trollwad**

since it is a non-wog product, you wont give 'official' guidance on where to place yggsburgh. but, unofficially, if your fans pleaded for some potential locations for yggsburgh on the WOG map, where might "some miles south (of greyhawk)" be?

presumably north of hardby. possibly on the western edge of the marshes between greyhawk and hardby (since the yggsburgh map seems to have swampy lake on it), about halfway between those two larger cities? Then, simply move 'zaggy's castle in the setting to this location rather than its official WOG setting just to the north of the city and then I can use your new material and not have to obsolesce my WOG collection?

Thanks

To make a long explanation short, the introductory portion of the module covers that, placing Yggsburgh on the River Nemo running some miles distant to a majot city named Dunfalcon that is on the shore of a large lake...

"This module is large in content but the area of land it covers is relatively small, a bit less than 1,500 square miles, an area of some 44 miles east and west, 34 north and south. With some inclusion of areas "off the map," that size is sufficient for much adventuring but should be small enough, at most perhaps 3,000 or so square miles if all the border areas described in the adventure text are included, to fit into the campaign world, whatever one is used by the Game Master. The area is likewise suitable to serve as the core for building a complete new campaign world around it should that be desired, a major undertaking to be sure, and not a subject for further discussion here."

Cheers,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 03:37 PM

Quote:

Originally Posted by **Gray Mouser**

I have to admit I find lam only OK. As for the veal kidney, well I liek veal but not kidney!

Now these I can get on board with! :)

Gray Mouser

Heh, and I'll bet you aren't a fan of smoked eel then;)

A flaming plum pudding is indeed something special, and about the only way to get one is to make it oneself.

Cheers,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 03:41 PM

Quote:

*Originally Posted by **Lassiviren***

Hey Gary,

Thanks for taking a chance and pioneering a great game and publishing such great personal iconics and locations, ie WoG, my preferred setting.

Also if you are ever on the west coast there are some fine Ethiopian restaurants in the Berkley area and all around the Bay area in general.

Be Well.

Welcome, of course.

It has been about 10 years since i was in the SF Bay area. As I recall there weren't a lot of Ethopian restaurants around back then, but we did enjoy some excellent Chinese food. Gail, Alex, and I drove up Highway 1 from LA to SF, stopping along the way to enjoy the sights on the way for my appearance at Berkeley and several game shops, of course.

Cheers,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 03:43 PM

Quote:

*Originally Posted by **loki44***

Hey, if you're ever down in Atlanta gimme a holler and I'll hook you up with some fine Ethiopian grub....and just about any other cuisine you mentioned plus some, though I may be hard pressed to find Hungarian.

You seem to be a big fan of kidneys, what other sweetmeats do you enjoy? I'm a tripe man myself. Nothing better than a steaming bowl of menudo or pho on a cold rainy day.

Well, I must confess I am not a fan of tripe--save as sausage casing--even though my father enjoyed them. I like sweetbreads, brains and eggs, and liver :D

Cheers,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 03:52 PM

Quote:

*Originally Posted by **alleynbard***

There is a restaurant here in Columbus, OH named the Blue Nile and it is pretty tasty Ethiopian. If you ever get into town for Origins or some such thing then I highly recommend it.

Speaking of cons, I understand your health prevents a great deal of activity but are there any cons you might be able to make in this coming year?

Appreciate the heads-up for the Ethiopian place in Columbus.

There is a chance that I'll be at the Canadian National Game Exposition in Toronto at the end of August. That's the extent of my convention plans for this year.

Quote:

Most of the questions I would have asked have been answered. I eagerly await the arrival of Castle Zagyg and I want to express my thanks as well. I discovered D&D and AD&D when I was 8. It turned a frustrated and bored child into an imaginative individual. It taught me a great many things and gave me a place to express thoughts that had no previous outlet. The whole while my mother was leery, she believed much of the hideous propaganda of the 80's, but I know I would never have become the socially adept individual I am today if I had not been introduced to the game. I lanquished in school out of sheer boredom but through skills that I learned while playing D&D I became more focused. Today I am a writer as well as a Public Relations manager for an educational theatre company in Columbus, OH. I now have an opportunity to help kids like myself become greater than they first appear. And I account my early exposure to such a satisfying hobby as one of the foundations this is built upon.

Ack... I ramble. Just wanted to say thanks for all that you have done.

Your good words regarding the benefit of RPG activity are appreciated! It does seem that a goodly number of participants are benefited considerably by the game form, that it brings forth their potential in this or that field :cool:

Cheers,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 03:53 PM

Quote:

*Originally Posted by **Anabstercorian***

What ABOUT OAD&D? I've never even heard of it until this moment. o.O

Really? You've never heard of Original AD&D before this? I think you're pulling my leg :lol:

Cheers,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 03:58 PM

Quote:

*Originally Posted by **broghammerj***

As a urologist, I hope you can understand my disdain of kidneys or at least my disdain of eating them.

Heh, and if you were someone who specialized in the liver?

Quote:

Thanks for getting a kid to read. I'll be the first to say a Gygaxian vocabulary will get you somewhere in life.

I must say that I am very happy to learn that my work encouraged you to read. As one who loves to do just that, and as a bibliophile, such information is heartening!

Quote:

At least now I can really annoy my wife by talking with the creator of the game she loves to hate.

Best wishes on your health. -JB

Uh-oh! That sounds like my first wife. She hated games and gamers alike...

Best,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 04:05 PM

Quote:

*Originally Posted by **Jdvn1***

Never tried Ethiopian. Is it anything like Mongolian? Aside from filling my D&D kick, I also have a cooking/culinary kick I need to have filled. I'm always up to try anything new, which has sometimes turned against me. If you like food and like a laugh, www.amateurgourmet.com is a pretty good site.

Well, I don't know what fills your schedule so you might not have time, but.

Ethiopian cuisine is nothing like Mongolian but it is something like Moroccan. That's about the best I can offer by way of explanation.

I have virtually no spare time...after answering email and board posts like these;)

Quote:

Oh, and I'm surprised how much response a small comment about Ethiopian cuisine can get. :uhoh:

That makes two of us.

Quote:

Yeah, no. I'm relatively new to the hobby. When I have an opportunity, I read older books so I can get a feel for what D&D used to be like, but that's about it. I play with older players, but I'm more into the game than they are. I try to capture the D&D 'feel' when I GM, they just want to roll dice and level. I've started to get them to get more in the D&D 'spirit' but it's a slow process...

It'd be more useful if I got paid to do this. We don't all have that luxury, though. ;)

There is surely a very different spirit in new D&D than in the original games, D&D and AD&D.

As for getting paid to DM, what real gamer wouldn't love that? only a few manage the feat though :lol:

Cheers,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 04:09 PM

Quote:

Originally Posted by Virel

I felt the Blumes were ID10T errors for a long time...this just proves my long standing view of them is valid - again.

Does anyone know where any of this material could be found?

It was in the archives of TSR. It is a god bet that most of it is long lost.

Quote:

In my current 1st ed AD&D group, one player insisted her two children join and play (ages 11 & 13) because she felt it would help them in school and stimulate learning. The youngest one is quiet a problem solver for her age and the older one asked for his mom to buy him a Monster Manual so he could read about the creatures. He hates to read and this was the very first time he'd ever asked someone to buy something for him to read. She was estastic.

I would really like to keep the momentum going with the two youngest players...but it's a little hard to tailor puzzles etc to them sometimes etc.

Excellent:)

Quote:

This also fit with a long time ago when back in high school, a friend of mine that hated to read got interested in the game and started reading... a lot. His grades improved. Imagine that!

Music to my ears!

Ciao,
Gary

Tav_Behemoth

Saturday, 12th February, 2005, 04:22 PM

It's great to see you around again, Gary!

I wonder if I could ask you a few questions about the origins of monsters - please excuse me if these have been answered elsewhere.

- 1) Can you confirm that the bulette and rust monster were originally a plastic toy that you created a creature around in order to use it on the miniatures table?
- 2) Was your invention of the stirge inspired by the striges of Roman folklore, and if so do you remember if you encountered them in Thomas Burnett Swann's fantasy novel *Day of the Minotaur* or novella "Where is the Bird of Fire" or from another source (such as Ovid)?
- 3) Were you generally the (uncredited) author of the Creature Features in the early issues of The Dragon?
- 4) Was the displacer beast inspired by the Couatl in Van Vogt's "Voyage of the Black Destroyer"?

I have the highest respect for your bibliomania - after 20 years I continue to find new riches within the DMG's Appendix N: Inspirational and Recommended Reading - and tracing these literary antecedents serves to only further increase my admiration for you as a connoisseur of fantasy and as a game designer.

Thanks as always!

Krieg

Saturday, 12th February, 2005, 07:33 PM

I'm starting to get worried that I am going to get gout just from reading this thread!

Gary, back when you were exiled to Hollywood as the media entertainment head of TSR how far along did plans progress towards the D&D movie? Were their actual scripts in the works and if so written by whom? Plans being made for casting or director selection? etc

Gary Gygax Q&A: part VII

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Col_Pladoh

Saturday, 12th February, 2005, 08:27 PM

Quote:

Originally Posted by T. Foster

Hi Gary,

Something I've wondered about off and on for awhile and don't think I've ever asked (or read an answer to) before: how and why did you decide to use 1d20 as the randomizer for the alternate combat system and saving throw charts in D&D in place of the 2d6 rolls used in Chainmail?

The 5% increment (20) probability curve was used in the WW II military miniatures rules set, *Tactics*, that I co-authored with Leon Tucker and Mike Reese. Tucker originally wanted a 1-100 spread, and Reese had used something like that using two d6 for one of his rules sets. The desire for different curves was pretty common by the time I authored D&D.

Quote:

How much consideration did you give to the fact that the wide, flat 1d20 distribution creates a much more random (i.e. luck-based) feel than 2d6 where ~45% of all rolls will fall in the middle of the range (6-8) with the extreme high and low ends both correspondingly rarer?

Not much consideration was given, because of flat curve can be adjusted easily and addition to the chance is level, not shifting with the bell curve.

Quote:

Was it a conscious decision that such a wide-open random/luck-based distribution was more appropriate to the feel of a heroic fantasy-based game as opposed to the more "realistic" historical feel of Chainmail with its less random (more predictable) 2d6 distribution? Do you find it odd that for the sake of 'consistency' and 'elegant design' that this very random 1d20 distribution is now applied to almost every roll in the game? Or am I reading too much into this?

Regards,

Sorry, but I don't agree with the premise of your question, that one curve is more luck-based than the other. Requiring a 20 to hit or to get a given result is about the same as requiring a 2d6 score of 2 or 12, no? It is all a matter of building the mechanics according to the desired probabilities.

In D&D multiple hits and varying hit points allowed for the option of more frequent hits without affecting the end result, thus making the play more action-oriented and exciting.

Cheers,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 08:38 PM

[QUOTE=RFisher]Picking up this sub-thread about your group's recent OD&D campaign... (Yeah, other things have kept me from keeping up with my internet discussions...)

I ask these questions for many reasons. Mainly, I suppose, because--as someone who started with the c. 1981 Basic Set, Traveller, & OAD&D--I find the original game intriguing. Also, because I figure I'll force my group to give the old game a try sometime--& so--I'm interested in how others--especially its author--play it.[QUOTE]

sure:)

Quote:

So, no thieves?

Everyone uses d6 for HD? All weapons do d6 damage?

That's right on both counts. We are playing original D&D as in the three booklets...only with some few modifications I have tossed in to make the PCs more viable.

Quote:

When a cleric becomes a Curate, he only gets to add 1 hp to his current total rather than a full HD? (Or +2 if Con is >14?)

No, we always played one HD addition per level of character.

[QUOTE]Elves have to declare each session whether they're operating as fighting-men or magic-users? (I assume they keep two XP totals: one for each class.)[QUOTE]

The would if any of the players were of elvish race, but all are human.

Quote:

Anyone playing an "Other Character Type"? A "young" Dragon, perhaps.

Get out!

[QUOTE]I'm guessing you let the players roll ability scores themselves rather than doing it yourself as Men & Magic indicates. Did you make them stick to 3d6 in order (with the modifications allowed on p.10)?[QUOTE]

To make PCs of the sort that are viable and be what the player wants to play, I allowed them (or optionally me) to roll 4d6 and use the three highest dice. totals could then be arranged, as I added bonuses for Str, Int, Wis, and Dex, not just Str and Dex.

Quote:

Do you use the weights on M&M p.15 for encumbrance, or just wing it?

My group is veteran, and they don't overload, so that's not a consideration. I pull out those rules only if someone is abusing the amount of equipment they claim to be carrying around.

Quote:

Do you ever use reaction rolls? (I've always found them to be one of the most seldom used mechanics.)

Not often, as almost everything in the dungeon is hostile. Reaction is thus a foregone :uhoh:

Cheers,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 08:40 PM

Quote:

*Originally Posted by **Jdvn1***

bump
I hope Gary's okay.

I hadn't realized all these posts were here. Likely I deleted a notice that someone had replied to this thread when in my usual spam-deleting frenzy :confused:

Cheers,
Gary

Gray Mouser

Saturday, 12th February, 2005, 08:45 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh, and I'll bet you aren't a fan of smoked eel then;)

Heh, you got me there. My wife, however, loves the stuff. When we go for sushi she usually gets eel. I'm a fan of tuna and salmon, myself.

Of course, when I drag her to Korean restaurants she's usually there under protest and so generally orders a koreanized Japanese dish lol.

Gray Mouser

PS

Sheesh, I just noticed not one AD&D related question here. Hmm, I'll have to think of something. ;)

Col_Pladoh

Saturday, 12th February, 2005, 08:59 PM

Quote:

*Originally Posted by **Tav_Behemoth***

It's great to see you around again, Gary!

I wonder if I could ask you a few questions about the origins of monsters - please excuse me if these have been answered elsewhere.

No problem:)

Quote:

1) Can you confirm that the bulette and rust monster were originally a plastic toy that you created a creature around in order to use it on the miniatures table?

That is so, but the name and stats were created by Tim Kask, then editor of *Dragon Magazine*.

Quote:

2) Was your invention of the stirge inspired by the striges of Roman folklore, and if so do you remember if you encountered them in Thomas Burnett Swann's fantasy novel *Day of the Minotaur* or novella "Where is the Bird of Fire" or from another source (such as Ovid)?

The stirge I made up from whole cloth, vaguely inspired by the myth of Strygea. I haven't read any of Swann's yarns.

Quote:

3) Were you generally the (uncredited) author of the Creature Features in the early issues of *The Dragon*?

Durned if I can recall. The best I can offer is to answer on a case by case basis.

[QUOTE]4) Was the displacer beast inspired by the Couatl in Van Vogt's "Voyage of the Black Destroyer"? [QUOTE]

It was Van Vogt's *Voyage of the Space Beagle* when I read it...but I suspect the story is the same, yes :D

Quote:

I have the highest respect for your bibliomania - after 20 years I continue to find new riches within the DMG's Appendix N: Inspirational and Recommended Reading - and tracing these literary antecedents serves to only further increase my admiration for you as a connoisseur of fantasy and as a game designer.

Thanks as always!

Thank you very much, and happy you are making good use of the list! Hope you also enjoy the more recent work of Glen Cook and Terry Pratchett. How I admire Terry's creation "luggage" and the manner in which he describes it in his novels :lol:

Cheers,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 09:10 PM

Quote:

Originally Posted by **Krieg**

I'm starting to get worried that I am going to get gout just from reading this thread!

Gary, back when you were exiled to Hollywood as the media entertainment head of TSR how far along did plans progress towards the D&D movie? Were their actual scripts in the works and if so written by whom? Plans being made for casting or director selection? etc

I had meetings with many studio heads, and we had a completed script written by James Goldman. The Blume brothers refused to make the final payment, so the potential deals we had for producing a motion picture based on it went south.

About a year later I co-wrote a partial fantasy film script with Flint Dille. The whole premise was also written up with a "bible." It was based on the World of Greyhawk, and the action took the viewer into other genres of fantastic and historical sort. That project I put together with the crew of Dungeons & Dragons Entertainment Corp. Orson Wells loved it and agreed to play the main supporting role—the villainous mage. Thus armed, I took it to Edgar Gross, the Executive Producer for John Boorman. After three meetings, Edgar said Mr. Boorman was definitely interested.

Before the deal could be concluded thus, I had to return to Lake Geneva because of the state of affairs at TSR—it was near bankruptcy due to mismanagement. In a couple of months' time Lorraine Williams managed to get control of the company. That ended all interest in the film, and at the same time killed the new spinoff project based on the D&D Cartoon Show that was actually moving forward up to that point with new scripts being written and the concluding episode for the original show completed.

Sadly,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 09:17 PM

[QUOTE=Gray Mouser]Heh, you got me there. My wife, however, loves the stuff. When we go for sushi she usually gets eel. I'm a fan of tuna and salmon, myself. [QUOTE]

Sushi? Why spoil perfectly good raw seafood with all that rice and seaweed? go for the sashimi, dude!

Quote:

Of course, when I drag her to Korean restaurants she's usually there under protest and so generally orders a koreanized Japanese dish lol.

Gray Mouser

The very few times I have sampled Korean food I found it much too garlic-ridden for my palette. Much to my wife's annoyance, I am not very fond of garlic in my cooking as it overpowers almost all other flavors. so many people spoil lamb by smothering it in garlic:(Halved onions are much milder and enhance the meat's flavor IMO, and that applies to mutton as well as the more delicate lamb.

Quote:

PS

Sheesh, I just noticed not one AD&D related question here. Hmm, I'll have to think of something. ;)

I did quite a few OAD&D questions on earlier numbers of this continuing thread...

Cheerio,
Gary

Col_Pladoh

Saturday, 12th February, 2005, 09:21 PM

Well Pilgrims...

I recon that answers all of the posts, but if I missed yours, hller at me;)

Adios,
Gary

Tav_Behemoth

Saturday, 12th February, 2005, 09:54 PM

Quote:

Originally Posted by Col_Pladoh

That is so, but the name and stats were created by Tim Kask, then editor of Dragon Magazine.

Ah, that's good to know! I'm in the middle of editing a Masters and Minions book centered on the ecosystem of the bulette; one of the things we like to do is to present the history of each monster, and I'm thus glad to have record straight.

Quote:

Originally Posted by Col_Pladoh

The stirge I made up frm whole cloth, vaguely inspired by the myth of Strygea. I haven't read any of Swann's yarns.

I think you'd like Swann. I got turned on to him by David Pringle's *Modern Fantasy: The Hundred Best Novels*, which has considerable overlap with Appendix N (although your selection is more to my taste than Pringle's). He describes *Day of the Minotaur* as a "light and charming historical fantasy". I'd be honored to send you a copy; the few hours of enjoyment it might bring you are small recompense for the many thousands of hours your work has brought us! If you're interested, send me your mailing address at tav (at) behemoth3.com.

Quote:

Originally Posted by Col_Pladoh

Durned if I can recall. The best I can offer is to answer on a case by case basis.

The remorhaz Creature Feature was Erol Otus's, I believe, since you thanked him for preliminary work on the monster in the acknowledgments to the *Monster Manual*. I'm particularly interested in its possible literary antecedent - Carter & DeCamp's "Lair of the Ice Worm" (published in *Conan of Cimmeria*) describes an artic worm called the remorla, which radiates cold whereas the remorhaz radiates heat. Might you be able to shed any light on the subject?

Quote:

Originally Posted by Col_Pladoh

It was Van Vogt's Voyage of the Space Beagle when i read it...but I suspect the story is the same, yes :D

You are quite correct! The novel grew out of the short story "Black Destroyer", but there ain't no such beast as a "Voyage of the Black Destroyer" (and the beast in the story was named Coeurl, not Couatl). I am appropriately humbled. :o

Quote:

Originally Posted by Col_Pladoh

Thank you very much, and happy you are making good use of the list! Hope you also enjoy the more recent work of Glen Cook and Terry Prachett. How I admire Terry's creation "luggage" and the manner in which he describes it in his novels :lol:

You've cleverly answered a question I hadn't even asked yet, which is what inspirational and recommended literature you'd add to the list today! Many thanks.

mythusmage

Saturday, 12th February, 2005, 11:31 PM

About Rincewind's Luggage (A short diversion)

Rincewind was originally one of Terry's D&D characters. Luggage was originally a magical chest, with feet, Rincewind picked up on an adventure. Luggage's bellicose attitude and healthy appetite were part of the original deal.

If you ever get the chance to read some of the early Discworld books be sure to note the D&Disms running through them.

Jdvn1

Sunday, 13th February, 2005, 03:59 AM

Quote:

Originally Posted by Col_Pladoh

There is surely a very different spirit in new D&D than in the original games, D&D and AD&D.

After considering this idea, what do you think it is that makes the spirit in each of the games different? Is it just the language of the text?

Col_Pladoh

Sunday, 13th February, 2005, 03:07 PM

Quote:

Originally Posted by Tav_Behemoth

...

The remorhaz Creature Feature was Erol Otus's, I believe, since you thanked him for preliminary work on the monster in the acknowledgments to the Monster Manual. I'm particularly interested in its possible literary antecedent - Carter & DeCamp's "Lair of the Ice Worm" (published in Conan of Cimmeria) describes an artic worm called the remoria, which radiates cold whereas the remorhaz radiates heat. Might you be able to shed any light on the subject?

Only Erol can answer that;)

Cheerio,
Gary

Col_Pladoh

Sunday, 13th February, 2005, 03:11 PM

About Rincewind's Luggage (A short diversion)

Alan,

Thanks very much for the interesting comments. It makes me chuckle about the D&D influence on the stories, because the *Lejendary Adventure* game will soon have magic items of a sort not dissimilar to Luggage. Of course I have them as being very rare and coming in varying sizes and potencies.

Cheers,
Gary

Col_Pladoh

Sunday, 13th February, 2005, 03:15 PM

Quote:

Originally Posted by Jdvn1

After considering this idea, what do you think it is that makes the spirit in each of the games different? Is it just the language of the text?

It is most difficult to pin down what gives a game soul, and that's a major part of its spirit. the ability of the game designer and his dedication to the game are likely main components in giving a game soul. The way the subject is treated, the language in the text, the rules and mechanics form the spirit.

cheers,
Gary

nerfherder

Sunday, 13th February, 2005, 04:04 PM

Hi Gary,

It's good to see you posting regularly again - I hope your health continues to improve.

Firstly, I would like to thank you for inventing the hobby that has given me so much joy over the past 24 years. I really can't over-emphasize this enough.

Secondly, have you heard that you are #37 in this month's SFX magazine's list of top 50 greatest SF pioneers "the 50 men and women who have done most to shape the SF & fantasy landscape into what it is today"? To give you some context, you were pipped to the #36 position by Bram Stoker, and came 4 positions higher than William Gibson.

In case you somehow missed this piece ;) here it is:

Quote:

Why?

Roll 2dy, multiply it by ten million and you'll have the number of adolescent lives which have been enriched by Gary Gygax's handiwork - and the number of people beaten up for being "nerdy twats". When it emerged in 1974, Dungeons & Dragons must have bewildered many a traditional board-gamer. There was no final square here; no finite end. The rulebook was simply a loose template for the imagination of the players and their abiding Dungeon Master. Some bailed out when Advanced Dungeons & Dragons came along in 1979 and sorted the anal-retentive men from the boys, but the change in the world's axis had been made. Thinking was now encouraged, even if it meant you didn't get laid.

Finest Moment

The Gelatinous Cube, which slithered around with the bones of its victims visibly hanging inside it. We like the Gelatinous Cube.

Did you know?

Gygax's present-day interests include "bird-watching, fishing, walking and pyrotechnics". Okay there Gaz...

Cheers,
Liam

Krieg

Sunday, 13th February, 2005, 06:59 PM

Gary, it has been very generous of you to go out of your way and donate your time and effort towards answering the barrage of questions we have peppered you with over the past couple of years. This is probably a bit late in coming but...

Is there anything we as a community can do for you to return the favor?

If there is don't hesitate to ask.

Gray Mouser

Sunday, 13th February, 2005, 07:53 PM

Hey Gary, just thought I'd post a more on topic question for you :)

Have there been any classes that you did not personally have PC's for? From what I have read you seemed to favor M-U's (Mordenkainen, Bigby), Fighters (Yrag), and Clerics (Riggby). I've never heard mention that one of your PC's was a thief (except for a Gnome Illusionist-Thief). Did you ever play a Paladin, Assassin or one of the *Unearthed Arcana* classes (Cavalier, Barbarian, Thief-Acrobat)?

Also, any thoughts on a favored class? Personally, I prefer Magic-Users but as I get older have a soft spot for straight up Fighters developing, and have always liked Thieves, a la Cugel and my namesake :) In fact, my first ever PC was a thief who met his demise in *The Keep on the Borderlands* :)

Gray Mouser

PS
Sashimi? I've had it a few times. Quite good but I love sushi!

Col_Pladoh

Sunday, 13th February, 2005, 08:37 PM

Quote:

Originally Posted by nerfherder

Hi Gary,

It's good to see you posting regularly again - I hope your health continues to improve.

Firstly, I would like to thank you for inventing the hobby that has given me so much joy over the past 24 years. I really can't over-emphasize this enough.

Howdy Nerfherder,

It is an honor to get such an accolade.

Quote:

Secondly, have you heard that you are #37 in this month's SFX magazine's list of top 50 greatest SF pioneers "the 50 men and women who have done most to shape the SF & fantasy landscape into what it is today"? To give you some context, you were pipped to the #36 position by Bram Stoker, and came 4 positions higher than William Gibson.

...

*Cheers,
Liam*

Whoa! That blows me away. Thanks, and I have not seen the zine, so this is a complete surprise to me. I'll have to go get a copy and see the exaulted company I am in. Meantime, ming passing alont who the top few are?

Ciao,
Gary

Col_Pladoh

Sunday, 13th February, 2005, 08:40 PM

Quote:

Originally Posted by Krieg

Gary, it has been very generous of you to go out of your way and donate your time and effort towards answering the barrage of questions we have peppered you with over the past couple of years. This is probably a bit late in coming but...

Is there anything we as a community can do for you to return the favor?

If there is don't hesitate to ask.

Thanks, Krieg:)

I haven't been kidding at all when I have said it is my pleasure to post here, much like chatting with fellows. thanks to all of you for providing such a great forum and such a great community!

Best wishes,
Gary

Col_Pladoh

Sunday, 13th February, 2005, 08:54 PM

Quote:

Originally Posted by Gray Mouser

Hey Gary, just thought I'd post a more on topic question for you :)

Have there been any classes that you did not personally have PC's for? From what I have read you seemed to favor M-U's (Mordenkainen, Bigby), Fighters (Yrag), and Clerics (Riggy). I've never heard mention that one of your PC's was a thief (except for a Gnome Illusionist-Thief). Did you ever play a Paladin, Assassin or one of the Unearthed Arcana classes (Cavalier, Barbarian, Thief-Acrobat)?

I've played all the demi-human races, so I've had characters in most classes, but as multi-classes ones. I had a great half-orc cleric/assassin, but he got wasted at third level or so. I did have a monk character for a short time too. Never played a paladin.

I have played a straight barbarian PC but no cavalier or thief-acrobat. By the time those classes got solidified, I had precious little gaming time...

You should see my Metamorphosis Alpha PCs--all either PSH or human mutant. the one with triple life leech is great fun when his "brothers" (Ernie's and Luke's similar PCs) are with him. there aren't even any vermin alive in an area after that trio has been operating :lol:

Quote:

Also, any thoughts on a favored class? Personally, I prefer Magic-Users but as I get older have a soft spot for straight up Fighters developing, and have always liked Thieves, a la Cugel and my namesake :) In fact, my first ever PC was a thief who met his demise in The Keep on the Borderlands :)

Gray Mouser

PS

Sashimi? I've had it a few times. Quite good but I love sushi!

Actually, I can usually have a good time playing just about any sort of character. The more complex ones, though, such as an m-u in AD&D, require in-depth rules knowledge. Thus they are reserved for game systems I know well and played only when I am in top form. Otherwise, the less complex sorts, such as a fighter, serve well indeed.

While I love sashimi, I don't care much for suchi because the rice and seaweed detract from the seafood IMO. My wife Gail agrees with you...

Cheerio,
Gary

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Gary Gygax Q&A: part VII

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nerfherder

Sunday, 13th February, 2005, 09:00 PM

Quote:

Originally Posted by **Col_Pladoh**

Howdy Nerfherder,

Whoa! That blows me away. Thanks, and I have not seen the zine, so this is a complete surprise to me. I'll have to go get a copy and see the exaulted company I am in. Meantime, ming passing alont who the top few are?

Ciao,

Gary

No problem Gary,

The magazine is called SFX, and the edition is March, number 128 (with the new Dr Who on the cover). I'm pretty sure you can get it in the US, but if not I'd be surprised if the editor, Dave Golder (sfx@futurenet.co.uk) couldn't sort out getting a copy to you.

OK, the list is:

- 50 - Mary Shelley
- 49 - George A Romero
- 48 - Michael Moorcock
- 47 - Ray Harryhausen
- 46 - David Lynch
- 45 - Neil Gaiman
- 44 - Fritz Lang
- 43 - Pat Mills
- 42 - Bob Kane
- 41 - William Gibson
- 40 - Jules Verne
- 39 - Ridley Scott
- 38 - Jerry Siegel & Joe Shuster
- 37 - Gary Gygax
- 36 - Bram Stoker
- 35 - Stephen King
- 34 - John Wyndham
- 33 - Terry Pratchett
- 32 - Nick Landau
- 31 - JM Straczynski
- 30 - Sam Raimi
- 29 - Russell T Davies
- 28 - Peter Jackson
- 27 - Isaac Asimov
- 26 - John Carpenter
- 25 - JK Rowling
- 24 - Jack Kirby
- 23 - Stan Winston
- 22 - M Night Shyamalan
- 21 - Arthur C Clarke
- 20 - Douglas Adams
- 19 - James Cameron
- 18 - The Wachowskis
- 17 - Osamu Tezuka
- 16 - HR Giger
- 15 - Sydney Newman
- 14 - Joss Whedon
- 13 - Stanley Kubrick
- 12 - JRR Tolkien
- 11 - Philip K Dick
- 10 - Tim Burton
- 9 - Gerry Anderson
- 8 - Terry Nation
- 7 - Chris Carter
- 6 - Ed Catmull & Steve Jobs
- 5 - Stan Lee
- 4 - Steven Spielberg
- 3 - Gene Roddenberry
- 2 - HG Wells
- 1 - George Lucas

Cheers,

Liam

Col_Pladoh

Sunday, 13th February, 2005, 09:30 PM

Quote:

Originally Posted by nerfherder

No problem Gary,

The magazine is called SFX, and the edition is March, number 128 (with the new Dr Who on the cover). I'm pretty sure you can get it in the US, but if not I'd be surprised if the editor, Dave Golder (sfx@futurenet.co.uk) couldn't sort out getting a copy to you.

thanks, and I will indeed look around here in the USA for a copy.

The list is indeed exaulted, by and large. Just for grins I've indicated the few persons on it that I know or have met:

48 - Michael Moorcock
27 - Isaac Asimov
24 - Jack Kirby
5 - Stan Lee

Cheers,
Liam[QUOTE]

Of course I would drop some names, add others. A pair of rather glaring omission IMO are the names of Robert E. Howard and H. P. Lovecraft.

Cheers,
Gary

eyebeams

Sunday, 13th February, 2005, 10:17 PM

Hi Gary,

It's great to read about the rules you're using in your personal D&D game (and in fact, I hope some enterprising fellow with web skills I don't have compiles them -- I'd like to try them out!).

My question is: How do you handle non-theiving, non-combat tasks? Do characters have an AD&D style trade profession, or has it just not come up?

Geoffrey

Sunday, 13th February, 2005, 11:43 PM

Gary, I've noticed that Lejendary Adventure avatars start off more powerful than do AD&D characters, and the avatars don't accumulate as much power over time as do AD&D characters. How would the orders in LA, which all have 12 ranks, compare in terms of power to AD&D character levels? For example:

12th rank avatars roughly equal X-level AD&D characters
11th rank avatars roughly equal y-level AD&D characters
etc.

DeadlyUematsu

Monday, 14th February, 2005, 12:39 AM

Gary, if you're willing to answer a question about console/computer games, could you enlighten us on what you think western (i.e. Baldur's Gate) and eastern (i.e. Final Fantasy) game developers really dropped the ball on when translating the D&D mechanics (which the majority of RPGs are based on) to the computer medium?

francisca

Monday, 14th February, 2005, 01:17 AM

Quote:

Originally Posted by Col_Pladoh

Of course I would drop some names, add others. A pair of rather glaring omission IMO are the names of Robert E. Howard and H. P. Lovecraft.

Agreed, with Fritz Leiber thrown in for good measure.

Gray Mouser

Monday, 14th February, 2005, 01:54 AM

Quote:

Originally Posted by Col_Pladoh

Of course I would drop some names, add others. A pair of rather glaring omission IMO are the names of Robert E. Howard and H. P. Lovecraft.

Cheers,
Gary

Gah! And no *Fritz Leiber*???? What gives?!

Gray Mouser

Gray Mouser

Monday, 14th February, 2005, 01:59 AM

Quote:

Originally Posted by Col_Pladoh

You should see my Metamorphosis Alpha PCs--all either PSH or human mutant. the one with triple life leech is great fun when his "brothers" (Ernie's and Luke's similar PCs) are with him. there aren't even any vermin alive in an area after that trio has been operating :lol:

Isn't "life leech" a power from *Gamma World*? I've never played MA (although it sounds pretty cool from what you and others have said). Also, I assume PSH stands for "pure strain human", which, iirc, was also a GW race. Was there overlap between these games?

I know you designed a module for *Gamma World*, did you do any for MA? (I'm not even aware if there were any published scenarios!)

Oh, and if you want to share your PC character sheets for MA (or GW) feel free ;) (re: "You should see my Metamorphosis Alpha PCs.." :)).

Quote:

While I love sashimi, I don't care much for suchi because the rice and seaweed detract from the seafood IMO. My wife Gail agrees with you...

*Cheerio,
Gary*

Man, she's smart :) BTW, if you really want to enjoy sashimi or sushi I suggest getting a top quality sake to go with it. Brings out the flavor. A good Japanese beer will also do :)

BOZ

Monday, 14th February, 2005, 03:41 AM

Quote:

Originally Posted by Col_Pladoh

I had a great half-orc cleric/assassin

astounding! :) i think i will make one of those for the next PC i make. ;)

BOZ

Monday, 14th February, 2005, 03:43 AM

Quote:

Originally Posted by Gray Mouser

Gah! And no Fritz Leiber???? What gives?!

Gray Mouser

has he done any sci-fi?

and yes, HPL missing from that list is certainly astonishing.

nerfherder

Monday, 14th February, 2005, 08:32 AM

Quote:

Originally Posted by BOZ

has he done any sci-fi?

and yes, HPL missing from that list is certainly astonishing.

That's the fun of these lists, though - to discuss who they got wrong :)

The first name that sprung to my mind was John Wyndham.

To be honest, I was surprised to see Gary's name on the list. Not because I thought he didn't deserve to be, but because I didn't think that many people appreciated the influence he has had. Kudos to SFX!

Cheers,
Liam

Col_Pladoh

Monday, 14th February, 2005, 02:30 PM

Quote:

Originally Posted by **eyebeams**

Hi Gary,

It's great to read about the rules you're using in your personal D&D game (and in fact, I hope some enterprising fellow with web skills I don't have compiles them -- I'd like to try them out!).

My question is: How do you handle non-theiving, non-combat tasks? Do characters have an AD&D style trade profession, or has it just not come up?

Heh...

When most of the play is action-based, there isn't much need to check on non-combat tasks. When needed, though, I do have a check made against a stat, with such modification as I deem appropriate for the circumstances.

Cheers,
Gary

Col_Pladoh

Monday, 14th February, 2005, 02:44 PM

Quote:

Originally Posted by **Geoffrey**

Gary, I've noticed that Lejendary Adventure avatars start off more powerful than do AD&D characters, and the avatars don't accumulate as much power over time as do AD&D characters. How would the orders in LA, which all have 12 ranks, compare in terms of power to AD&D character levels? For example:

*12th rank avatars roughly equal X-level AD&D characters
11th rank avatars roughly equal y-level AD&D characters
etc.*

Howdy Geoffrey,

that's a good question, and by that I mean a tough one. As an Avatar in the *Lejendary Adventure* game starts with about all the Health (hit points) he is ever going to have, the only real comparison can be in success probability for an action. Even there, activations (spell casting) is not certain in the LA game. The addition of new skill bundles automatically or by choice also makes it difficult to equate one with the other. Without actual parallels in many places such a comparison must be very general. Okay, I've hedged sufficiently to CMA :p

12th Rank = 4th level AD&D PC
11th Rank = 5th
10th Rank = 6th
9th Rank = 7th
8th Rank = 8th
7th Rank = 9th
6th Rank = 10th-11th
5th Rank = 12th-13th
4th Rank = 14th-15th
3rd Rank = 16th-17th
2nd Rank = 18th-19th
1st Rank = 20th +

Cheerio,
Gary

Col_Pladoh

Monday, 14th February, 2005, 02:48 PM

Quote:

Originally Posted by **DeadlyUematsu**

Gary, if you're willing to answer a question about console/computer games, could you enlighten us on what you think western (i.e. Baldur's Gate) and eastern (i.e. Final Fantasy) game developers really dropped the ball on when translating the D&D mechanics (which the majority of RPGs are based on) to the computer medium?

Well Durn!

Seems I am not able to comment because I don't play any computer games. Before you or anyone else not familiar with why that's so asks, it is not because I don't enjoy them. It is because it is that I love them too much. If I start playing I will do nothing else for days and weeks, and I need to be productive. My youngest son, Alex, is my resident expert in regards computer and arcade games;)

Cheers,
Gary

Col_Pladoh

Monday, 14th February, 2005, 02:54 PM

Quote:

Originally Posted by francisca

Agreed, with Fritz Leiber thrown in for good measure.

I avoided mentioning what authors I'd add beyond the two giants in horror and swords & sorcery. I agree that Fritz is a likely candidate, and Ray Bradbury and Jack Vance as well as Phil Farmer are also on my short list.

What about Edgar Rice Burroughs?!

Cheers,
Gary

Col_Pladoh

Monday, 14th February, 2005, 02:57 PM

Quote:

Originally Posted by Gray Mouser

Gah! And no Fritz Leiber???? What gives?!

Gray Mouser

See above;) I knew Fritz fairly well, and he was a fine fellow. In truth he is not as important to the T h ~~ape~~ ~~the~~ genres as were Howard and Lovecraft.

Cheers,
Gary

Col_Pladoh

Monday, 14th February, 2005, 03:07 PM

Quote:

Originally Posted by Gray Mouser

Isn't "life leech" a power from Gamma World? I've never played MA (although it sounds pretty cool from what you and others have said). Also, I assume PSH stands for "pure strain human", which, iirc, was also a GW race. Was there overlap between these games?

MA was done before GW, and IMO it was a much better game. The Blumes "helped" Jim Ward to revise his MA game for GW, and thus much good material was lost.

Quote:

I know you designed a module for Gamma World, did you do any for MA? (I'm not even aware if there were any published scenarios!)

No modules were written for MA, sad to say...

[/QUOTE]Oh, and if you want to share your PC character sheets for MA (or GW) feel free ;(re: "You should see my Metamorphosis Alpha PCs.." ;).[/QUOTE]

Thanks, but no. I have them for my use when playing the game--although it has been almost three years since last I had the pleasure of visiting the Starship Warden with James M. Ward as Game Master.

[/QUOTE]Man, she's smart :) BTW, if you really want to enjoy sashimi or sushi I suggest getting a top quality sake to go with it. Brings out the flavor. A good Japanese beer will also do :)[/QUOTE]

Right-o! Cold saki out of a wooden drinking box is not something I recommend, though :uhoh:

Cheers,
Gary

Col_Pladoh

Monday, 14th February, 2005, 03:10 PM

Quote:

Originally Posted by BOZ

astounding! :) i think i will make one of those for the next PC i make. ;)

Heh, Boz,

You'd never guess that I really had a lot of fun RPGing, eh? Or that I wasn't one who took myself or my PCs too seriously either... :lol:

Cheerio,
Gary

Col_Pladoh

Monday, 14th February, 2005, 03:13 PM

Quote:

Originally Posted by nerfherder

That's the fun of these lists, though - to discuss who they got wrong :)

The first name that sprung to my mind was John Wyndham.

To be honest, I was surprised to see Gary's name on the list. Not because I thought he didn't deserve to be, but because I didn't think that many people appreciated the influence he has had. Kudos to SFX!

*Cheers,
Liam*

Dude!

Hats off and make a leg when you are soeaking of me. After all, Sync Magazine ranked me n1 o M th e e r l e T t o f th e 5 0 gre ate T ta

BTW, John Wyndham, is a nome de plume, no?

Cheers,
Gary

eyebeams

Monday, 14th February, 2005, 04:24 PM

Quote:

Originally Posted by Col_Pladoh

Heh...

When most of the play is action-based, there isn't much need to check on non-combat tasks. When needed, though, I do have a check made against a stat, with such modification as I deem appropriate for the circumstances.

*Cheers,
Gary*

Thank you. Are these checks on 1d20? 3d6?

I'm thinking I might use a mix of your idea and the AD&D system. Maybe I'll give each character one "trade." Tasks where that trade applies are made with a 4d6 (roll under) check. If the character doesn't have the trade, it's 5d6 or impossible. Maybe at a high enough level you can choose a second trade or to jump to "Master" level, rolling on 3d6.

I'm also interested in the idea of using hit dice for checks (kind of like you did when you talked about orcs grappling a PC). I wonder what else I could apply that to? Lots of good ideas there.

Oh, one more question: The original rules talked about games using up to 20 players -- not a common thing these days! With that in mind, I can see why folks had treasure division agreements, callers and such. Did you run many games of this size? What was it like?

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Gary Gygax Q&A: part VII

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nerfherder

Monday, 14th February, 2005, 04:57 PM

Quote:

Originally Posted by Col_Pladoh

Dude!

Hats off and make a leg when you are soeaking of me. After all, Sync Magazine ranked me #1 on their list of the 50 greatest all-time nerds!!!

BTW, John Wyndham, is a nome de plume, no?

Cheers,
Gary

Hehe!

Since I have no hat, I'll be sure to tug my forelock instead.

I didn't know that about John Wyndham, but a quick bit of research revealed to me that his name was John Wyndham Parkes Lucas Beynon Harris. I just remember as a youngster reading and loving Chocky, the Midwich Cuckoos, Trouble with Lichen, and The Day of the Triffids.

Cheers,
Liam

Gray Mouser

Monday, 14th February, 2005, 05:29 PM

Quote:

Originally Posted by BOZ

has he done any sci-fi?

As much as JRRT ;) Actually more. There's one episode in *The Swords of Lankhmar* where Fafhrd and the Gray Mouser encounter a German-speaking dimensional traveller who's collecting multi-headed sea-dragons. IIRC, the German uses a sort of spaceship to travel between worlds.

Quote:

and yes, HPL missing from that list is certainly astonishing.

You know, I've always primarily thought of HPL as neither a fantasy nor a science fiction author. I guess the *Dreamquest of Unknown Kadath* might qualify as the former but he sure never scribed what I would consider a stereotypical SF story.

Gray Mouser

Monday, 14th February, 2005, 05:41 PM

Quote:

Originally Posted by Col_Pladoh

See above;) I knew Fritz fairly well, and he was a fine fellow. In truth he is not a important to the shaping of the genres as were Howard and Lovecraft.

Cheers,
Gary

Yeah, Leiber was less of an influence in the shaping of the genre, I agree. That being said, I still think he did some fine work and his writings have given me a lot of inspiration in my gaming (go figure with my handle, huh? ;)).

And I can't believe that I forgot to add Jack Vance on my own! He was another author that I read specifically because of his influence on D&D and was quite happily surprised. A great master of prose and it's a shame that more Dying Earth novels were never written (picked up most of mine on a trip to England and had read them by the time I was headed home!).

BTW, anyone know if Vance is still kicking about? I think he was born in 1916 (or there abouts) but I'd like to know if I should keep hope alive for further adventures of Cugel, Rhialto and company.

Gray Mouser

Quote:

Originally Posted by **Col_Pladoh**

MA was due before GW, and IMO it was a much better game. The Blumes "helped" Jim Ward to revise his MA game for GW, and thus much good material was lost.

Thanks for the clarification, Colonel. I knew MA preceeded GW but never played (or even saw) the former). That explains the crossovers, too.

Quote:

Quote:

Oh, and if you want to share your PC character sheets for MA (or GW) feel free ;) (re: "You should see my Metamorphosis Alpha PCs..":)).

Thanks, but no. I have them for my use when playing the game--although it has been almost three years since last I had the pleasure of visiting the Starship Warden with James M. Ward as Game Master.

Yeah, I know about your policy about not giving out stats for your PCs but I had to ask, given the opening you presented ;)

Quote:

Right-o! Cold saki out of a wooden drinking box is not something I recommend, though :uhoh:

Cheers,
Gary

Heh, I've heard that some sake is good cold, but I do prefer mine warmed.

Gray Mouser

Col_Pladoh

Monday, 14th February, 2005, 06:28 PM

Quote:

Originally Posted by **eyebeams**

Thank you. Are these checks on 1d20? 3d6?

D20 so as to have a level probability curve;)

Quote:

I'm thinking I might use a mix of your idea and the AD&D system. Maybe I'll give each character one "trade." Tasks where that trade applies are made with a 4d6 (roll under) check. If the character doesn't have the trade, it's 5d6 or impossible. Maybe at a high enough level you can choose a second trade or to jump to "Master" level, rolling on 3d6.

You might want to check out *Castle Zagyg, Yggsburgh*, when it's released. I have a skills system in there to make things more interesting for character class individuals, both PCs and NPCs. It is very general and without a lot of rules and cases, more guidelines for the Gm than anything else.

Quote:

I'm also interested in the idea of using hit dice for checks (kind of like you did when you talked about orcs grappling a PC). I wonder what else I could apply that to? Lots of good ideas there.

Most applicable to conflict situation resolution, I should think...

Quote:

Oh, one more question: The original rules talked about games using up to 20 players -- not a common thing these days! With that in mind, I can see why folks had treasure division agreements, callers and such. Did you run many games of this size? What was it like?

For about six months the typical number of players in an adventure session in my basement was 18-22 persons packed in. That was when I asked Rob Kuntz to serve as my co-DM. Getting marching order was very important. Of course most activity was dungeon crawling, so actions were just done in order around the table. Be ready or lose your chance! Stick with the party or else something very nasty is likely to befall your character away from the group. The sessions were fun but somewhat chaotic, lacked most roleplay, and surely didn't allow for a lot of one-on-one time player and DM.

I DMed a con tournament with 100 entrants, and I managed 20 in each group. I took time to check individual actions there, as it was an outdoor adventure. Each session ran four hours, and a bit. I was surely tired when that was concluded, but to the best of my knowledge all the

participants had a good time of it, even those on the teams that didn't finish in the top spot.

Cheers,
Gary

francisca

Monday, 14th February, 2005, 07:04 PM

Quote:

*Originally Posted by **Gray Mouser***

As much as JRRT ;) Actually more. There's one episode in The Swords of Lankhmar where Fafhrd and the Gray Mouser encounter a German-speaking dimensional traveller who's collecting multi-headed sea-dragons. IIRC, the German uses a sort of spaceship to travel between worlds.

Apart from that particular treatment od Sci-Fi in a sword and sorcery yarn, he also did write some straight up sci-fi. Check out this site:
<http://www.lankhmar.demon.co.uk/>

Col_Pladoh

Monday, 14th February, 2005, 07:44 PM

Quote:

*Originally Posted by **nerfherder***

Hehe!

Since I have no hat, I'll be sure to tug my forelock instead.

LOL!

Be careful there or someone might think you are serious, or worse, that I am :lol:

Quote:

I didn't know that about John Wyndham, but a quick bit of research revealed to me that his name was John Wyndham Parkes Lucas Beynon Harris. I just remember as a youngster reading and loving Chocky, the Midwich Cuckoos, Trouble with Lichen, and The Day of the Triffids.

*Cheers,
Liam*

I was aabout 15 when I read *Day of the Triffids*, and I got so caught up in the tale that it was difficult for me to remember it was just a story.

Cheers,
Gary

Col_Pladoh

Monday, 14th February, 2005, 07:49 PM

Quote:

*Originally Posted by **Gray Mouser***

...

BTW, anyone know if Vance is still kicking about? I think he was born in 1916 (or there abouts) but I'd like to know if I should keep hope alive for further adventures of Cugel, Rhialto and company.

Gray Mouser

Vance's SF is great too, and I am hopeful that he will still manage to get out a novel slated for release a couple of years back. As far as I know Jack is, thankfully, still with us, but his eyesight is virtually gone :(

Regards,
Gary

Col_Pladoh

Monday, 14th February, 2005, 07:55 PM

Quote:

*Originally Posted by **francisca***

*Apart from that particular treatment od Sci-Fi in a sword and sorcery yarn, he also did write some straight up sci-fi. Check out this site:
<http://www.lankhmar.demon.co.uk/>*

Well...

I didn't note his yarn, *You're All Alone* on any of those lists. I did see one of my favorites though, *Conjure Wife*. That one was as believable to me as a teenager as was *The Power*, the story about psychic powers, whose author I have forgotton as someone swiped my copy of the book.

they did a movie based on the novel, but it was not a good production.

Cheers,
Gary

eyebeams

Monday, 14th February, 2005, 08:16 PM

Quote:

D20 so as to have a level probability curve

I see. A d20-roll version of my idea, then, would be a lot like what I've heard about C&C. maybe:

Unskilled: -6 to the effective attribute
Journeyman: -3 to the affected attribute
Master: No penalty.

Actually, -4 and -8 might be better, but maybe a bit hard for heroic characters . . .

Perhaps, then we give starting characters one trade skill (just like in AD&D) and add either Master status or a new trade at, say, 4th, 7th and 10th level (I'd keep this low level). I like the fact that a Name level character might be a master of the trade of his or her youth and one learned later during adventuring, or four different, lightly known fields.

If we fold seneschal/marshal skills and sage fields into it, it covers a nice group of abilities that still don't detract from the role of character classes. Come to think of it, this is a nice way of adjudicating sages as M-Us whose "trades" are all sage fields.

Quote:

You might want to check out Castle Zagyg, Yggsburgh, when it's released. I have a skills system in there to make things more interesting for character class individuals, both PCs and NPCs. It is very general and without a lot of rules and cases, more guidelines for the Gm than anything else.

I might just do that . . .

Quote:

Quote:

I'm also interested in the idea of using hit dice for checks (kind of like you did when you talked about orcs grappling a PC). I wonder what else I could apply that to? Lots of good ideas there.

Most applicable to conflict situation resolution, I should think...

Indeed! A straight case of the highest roll is good for multiple grapplers and such. I'm also thinking that it might be a good contest to roll for unarmed striking as well. Perhaps we can then ever let unarmed attacks do normal damage since they have this extra burden -- though the damage roll might only be 1d3 or 1d4.

Example: A 1st level fighter punches a 1HD orc. They roll their opposed hit dice, so there's a fairly even chance that the blows delivered this round will be ineffective. Against a 4 HD ogre, it's almost impossible -- the shots just bounce off its blubbery hide!

A Hero's unarmed shots have a 50/50 chance against the ogre, but at 4th level this warrior can reliably thrash goblins with his bare hands. And of course, punching or kicking a dragon is out of the question.

Of course, a monk doesn't have this burden; his attacks work like normal weapons. Might have to power him down a bit, though.

It strikes me as a nice alternate system for turning undead, too.

Thanks for the inspiration, Gary!

dcas

Monday, 14th February, 2005, 08:47 PM

Gary,

No questions, only a belated thanks and the hope that you're feeling better. We're praying for you.

Also, I don't know whether Noah has kept you updated, but the Fuzzy Knights have returned --
<http://www.kenzerco.com/periodicals/...line050204.php>

Col_Pladoh

Monday, 14th February, 2005, 09:14 PM

Quote:

Originally Posted by eyebeams

I see. A d20-roll version of my idea, then, would be a lot like what I've heard about C&C. maybe:

*Unskilled: -6 to the effective attribute
Journeyman: -3 to the affected attribute*

Master: No penalty.

Actually, -4 and -8 might be better, but maybe a bit hard for heroic characters . . .

Perhaps, then we give starting characters one trade skill (just like in AD&D) and add either Master status or a new trade at, say, 4th, 7th and 10th level (I'd keep this low level). I like the fact that a Name level character might be a master of the trade of his or her youth and one learned later during adventuring, or four different, lightly known fields.

Why not have the PCs have to expend some XPs to move up in their skill just as they need them for class level?

...

Quote:

Thanks for the inspiration, Gary!

Sharing the enjoyment of the creative muse:D

Cheers,
Gary

Col_Pladoh

Monday, 14th February, 2005, 09:15 PM

Quote:

*Originally Posted by **dcas***

Gary,

No questions, only a belated thanks and the hope that you're feeling better. We're praying for you.

*Also, I don't know whether Noah has kept you updated, but the Fuzzy Knights have returned --
<http://www.kenzerco.com/periodicals/...line050204.php>*

My thanks, and keep 'em coming, as I am positive prayer helps.

Ciao,
Gary

RFisher

Tuesday, 15th February, 2005, 06:46 PM

Thanks for the answers, Gary. It's a pleasure to be able to learn from the master.

Quote:

*Originally Posted by **Col_Pladoh***

Quote:

*Originally Posted by **RFisher***

When a cleric becomes a Curate, he only gets to add 1 hp to his current total rather than a full HD? (Or +2 if Con is >14?)

No, we always played one HD addition per level of character.

For MUs too? A 5th level Fighting-man, 5th level Cleric, & 5th level MU would all have 5d6 hp? (not counting adjustments due to Con)

Forgemeister

Tuesday, 15th February, 2005, 06:47 PM

God would never make the rest of us so sad as to take you away Gary.

...and... I haven't been here for a week and I'm two pages behind!

NO, I don't have plans to revamp A Challenge of Arm's and Ritual of the Golden Eyes this year. We'll have our hands full with Castle Wolfmoon.

...also, for everyone else out there...

I'm about 3/4 of the way through the next Lejendary Earth installment, after which it goes to Gary for perusal, additions, corrections etcetera...

But probably by Saturday (sooner if my luck is good) you can start bugging HIM for details.
::evil chuckle::

I am currnety finding my way through the Kingdom of Chinwu..

Kotugar, Ghortai, The Kalharki Thearchy, and Vantai-nanchi are all that then remain.

Then I'll be taking a short haitus while I redraft the new Playin' in the Streets Rules, and final draft the new micro-game rules for Trade Wars...

...and then its time for the next Lost City of the Utiss adventure, Hekanaptra.

We're also due for another free downloadable LA Module...

...and again, all of these go through Gary before being sent out into the world... so he'll know about them, just ask :-)

Don't ever change Gary :-).

XXOOC

Col_Pladoh

Tuesday, 15th February, 2005, 07:05 PM

Quote:

Originally Posted by RFisher

Thanks for the answers, Gary. It's a pleasure to be able to learn from the master.

For MUs too? A 5th level Fighting-man, 5th level Cleric, & 5th level MU would all have 5d6 hp? (not counting adjustments due to Con)

Welcome:)

Indeed all the PCs got an extra HD per level after an initial few months of play otherwise, even the MUs. then we always had fighters gaining +1 point to the die roll, and we counted Con bonuses only for fighters. This general idea was reflected in the varied HD gain used in OAD&D, with fighters getting d10, clerics d8, magic-users their d4, etc.

Cheers,
Gary

Col_Pladoh

Tuesday, 15th February, 2005, 07:14 PM

Quote:

Originally Posted by Forgemeister

God would never make the rest of us so sad as to take you away Gary.

The thought is appreciated, but I am a realist. I am grateful for each new day of late :D

Quote:

...and... I haven't been here for a week and I'm two pages behind!

NO, I don't have plans to revamp A Challenge of Arm's and Ritual of the Golden Eyes this year. We'll have our hands full with Castle Wolfmoon.

Plenty of time for that if you quit fiddling with those mini-games you crank out by the dozens :lol:

Quote:

...also, for everyone else out there...

I'm about 3/4 of the way through the next Lejendary Earth installment, after which it goes to Gary for perusal, additions, corrections etcetera...

But probably by Saturday (sooner if my luck is good) you can start bugging HIM for details.

:evil chuckle::

I am currnety finding my way through the Kingdom of Chinwu..

Kotugar, Ghortai, The Kalharki Tharchy, and Vantai-nanchi are all that then remain.

There might be an additional use of the *Lejendary Earth* world setting in the future, but one never knows. I would have bet on the Gord the Rogue graphic novels being a go, but the poor market shot that project down in flames :\

Quote:

Then I'll be taking a short haitus while I redraft the new Playin' in the Streets Rules, and final draft the new micro-game rules for Trade Wars...

Like I said, mini-game crankin'! Ah well, as they're a lot of fun, have at it!!!

Quote:

...and then its time for the next Lost City of the Utiss adventure, Hekanaptra.

We're also due for another free downloadable LA Module...

...and again, all of these go through Gary before being sent out into the world... so he'll know about them, just ask :-)

All the LA game projects, right. I wouldn't dream of messing with your own creative work, amigo.

Quote:

Don't ever change Gary :-).

XXOCCC

Errr... Not even after showering? Oh, I get your meaning now, sorry....

Heh,
Gary

mark_j

Tuesday, 15th February, 2005, 08:42 PM

Hello Gary, it is an honor to be "speaking" with you. I even registered to this site just for the opportunity. This is my first post, I have goosebumps just typing this!

I am a crusty old (I'm 34!!) OAD&D player who has been DMing for a group of younger guys in their 20's using 3rd Edition D&D rules for the past 2+ years. I am currently transferring my campaign world lock, stock, and barrel to OAD&D because DMing in 3rd Edition is just not any fun for me, for many reasons.

The reason I am writing is because I have a question regarding touch attacks, via spell or otherwise. In OAD&D, do touch attack spells ignore an opponent's armor/shield (thus making the target AC 10 adjusted by magic bonuses and dexterity) or does the touch attack need to take into consideration the normal AC of the potential victim (such as when striking with a weapon)? The only possible exception being the Shocking Grasp spell which obviously ignores metallic armor, as I understand it.

When I played years ago in high school and college, we simply used the victim's full AC, but my recent foray into 3rd Edition has clouded my view. The current group's cleric and I are discussing the matter, but haven't come to a good conclusion.

Thank you for any guidance you can provide, and thank you for a wonderful past-time.

Gray Mouser

Tuesday, 15th February, 2005, 09:07 PM

Hey Gary, a *Lejendary Earth* question for you. I don't have the game itself but I've heard it's set in a "Lehendary Earth" setting which has the same (or similar) continents and civilizations as earth does, just with some changes thrown in. I'm wondering if there's a "Lejendary Earth" Atlantis anywhere below the depths?

Come to think of it, was there ever a Greyhawkian "Atlantis"? I don't recall reading about any sunken continents in the gazateer but could certainly be wrong about that.

Also, does the Lejendary Earth fit in at all with the Oerth/Aerth/Yarth parallel worlds? (BTW, I designed a campaign world with the name Ærth before I knew you had used that name in the Gord books! :)

Gray Mouser

Col_Pladoh

Tuesday, 15th February, 2005, 10:14 PM

Quote:

Originally Posted by mark_j

Hello Gary, it is an honor to be "speaking" with you. I even registered to this site just for the opportunity. This is my first post, I have goosebumps just typing this!

Exchanging communications is fun. As for goosebumps, likely there's a cold draft there at your computer :uhoh:

Quote:

I am a crusty old (I'm 34!!) OAD&D player who has been DMing for a group of younger guys in their 20's using 3rd Edition D&D rules for the past 2+ years. I am currently transferring my campaign world lock, stock, and barrel to OAD&D because DMing in 3rd Edition is just not any fun for me, for many reasons.

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When I played years ago in high school and college, we simply used the victim's full AC, but my recent foray into 3rd Edition has clouded my view. The current group's cleric and I are discussing the matter, but haven't come to a good conclusion.

Thank you for any guidance you can provide, and thank you for a wonderful past-time.

To make it quick and easy, we always used the target's AC, except as you note for shocking grasp against metal armor which is the same as no protection. That all makes sense to me, because a touch means contacting a bit of exposed flesh or possibly a garment touching the subject's bare flesh. A shield fends off such a touch, and dexterity enables better avoidance of such contact.

cheers,
Gary

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Gary Gygax Q&A: part VII

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Col_Pladoh

Tuesday, 15th February, 2005, 10:27 PM

Quote:

Originally Posted by Gray Mouser

Hey Gary, a Lejendary Earth question for you. I don't have the game itself but I've heard it's set in a "Lejendary Earth" setting which has the same (or similar) continents and civilizations as earth does, just with some changes thrown in. I'm wondering if there's a "Lejendary Earth" Atlantis anywhere below the depths?

Yes, the *Lejendary Earth* is somewhat similar in land masses to this world, but the continents are rather different in form, and the eighth is not at the south pole but to the northwest of the LE world's version of Australia. There is also a group of large islands some distance off the west coast of the LE world's equivalent of North America, a sort of Lemuria-like grouping

No, there was never an Atlantis on the LE world, but there are some large and fertile islands in its version of the Atlantic Ocean.

Quote:

Come to think of it, was there ever a Greyhawkian "Atlantis"? I don't recall reading about any sunken continents in the gazateer but could certainly be wrong about that.

Such a place might have existed to the east of Oerik in the area that Francois Marcela Froideval had created for his campaign. I seem to recall him mentioning it, but it's been about 25 years...

Quote:

Also, does the Lejendary Earth fit in at all with the Oerth/Aerth/Yarth parallel worlds? (BTW, I designed a campaign world with the name Ærth before I knew you had used that name in the Gord books! :)

Gray Mouser

It can fit in anywhere the GM using it wishes;) The history I have created for the setting has the planet ruled by a strange non-human race that enslaved humans, then because of mankind's growing capacity to use magic, lost it all in a long and terrible war.

Cheers,
Gary

eyebeams

Wednesday, 16th February, 2005, 12:39 AM

Quote:

Originally Posted by Col_Pladoh

Why not have the PCs have to expend some XPs to move up in their skill just as they need them for class level?

Well, I figured that our brave adventurers would pick up these skills on the run, as they sallied forth! The thief might have to pick up the skill of being party teamster, or the MU may study a sagely field as a normal part of his arcane training.

Still, normal people would probably favor a normal profession and would probably spend their XPs just as you suggest. And since adventurers ought to be able to do the same thing, it ought to be an option.

The easiest thing would be to allow characters to pick of a new field/trade in lieu of a class level -- or for half the price, maybe. Still, I'm worried about it looking too much like third edition multiclassing.

By the way Gary: Was Gutboy Barrelhouse somebody's character, or just made up for the combat example in the OAD&D DMG?

Col_Pladoh

Wednesday, 16th February, 2005, 03:30 PM

Quote:

Originally Posted by eyebeams

...

...Still, I'm worried about it looking too much like third edition multiclassing.

By the way Gary: Was Gutboy Barrelhouse somebody's character, or just made up for the combat example in the OAD&D DMG?

Having PCs with abilities that qualify for the comic book superhero role is not desirable in a FRPG, I concur. If you have secondary skills, be sure to keep them as just that--secondary and not powerful in application, uncertain in application.

Gutboy Barrelhouse was a name made up for the example;)

Cheers,
Gary

dead

Wednesday, 16th February, 2005, 10:39 PM

AD&D 1E Questions

Dear Gary,

Please help me find inner peace.

I love 1st Edition AD&D to death, but there were two rules in the game that annoyed the hell out of me and, as a result, I did not abide by them. Here are the rules:

1) Level limits for demihumans

2) Restrictions on picking up multiple classes (or stopping your progression in a class/classes). In other words, if you started an elf fighter/wizard from 1st level, then you were stuck with an elf fighter/wizard forever! You weren't "officially" allowed to add another class, or discontinue, say, your fighter class and pursue wizardry only. [Not to mention the fact that humans could not pick up multiple classes (except they could dual-class if they had extraordinary attributes; but only once in their life).]

I want to return to the good ol'days very soon and run a retrospective 1E AD&D campaign but I want to stay as *true* to the original rules as possible. Now, I know your decision to have the two rules above was for "game balance", but I'd like to hear from you how I could possibly describe the restrictions "in game".

Using the elf fighter/wizard as an example: If the player is a 4th-level fighter/4th-level wizard, but (in game) his character wants to join the clergy of an elven god and become a cleric, I can't just say: "No, the rules don't allow you to do that." I have to give an "in game" explanation.

As to the level restrictions on demihumans, you might say: "Demihumans just lose all drive for adventure after they've had but the merest taste of it". This doesn't rub well with me, though, because they don't get very far before they're restricted. Top levels are, perhaps, 10th. To get to 10th level doesn't take very long. It is just a drop in the river of time.

Alternatively, Gary, you could tell me that roleplaying games were in their early conception back then and your decision to put these arbitrary restrictions in place to serve game balance (but not resolving in-game believability) was a mistake.

Either response should put me on the road to finding inner peace.

Thankyou.

Col_Pladoh

Thursday, 17th February, 2005, 01:34 AM

Quote:

*Originally Posted by **dead***

Dear Gary,

Please help me find inner peace.

I love 1st Edition AD&D to death, but there were two rules in the game that annoyed the hell out of me and, as a result, I did not abide by them. Here are the rules:

1) Level limits for demihumans

2) Restrictions on picking up multiple classes (or stopping your progression in a class/classes). In other words, if you started an elf fighter/wizard from 1st level, then you were stuck with an elf fighter/wizard forever! You weren't "officially" allowed to add another class, or discontinue, say, your fighter class and pursue wizardry only. [Not to mention the fact that humans could not pick up multiple classes (except they could dual-class if they had extraordinary attributes; but only once in their life).]

I don't regret that in the least. If demi-humans, already given some advantages, were as able as humans, the world would be dominated by them, and there goes the whole of having a relatively familiar world setting in regards to what cultures and societies one will find in control. So a demi-human is unlimited in thief level only, as that is a class not destined to control the fate of major groups or states.

As for limiting human PCs to one class or possibly a dual class, the game is supposed to be about heroic people, not comic book super heroes.

Quote:

*I want to return to the good ol'days very soon and run a retrospective 1E AD&D campaign but I want to stay as *true* to the original rules as possible. Now, I know your decision to have the two rules above was for "game balance", but I'd like to hear from you how I could possibly describe the restrictions "in game".*

If you create a setting with a complete demihuman culture and varied societies, complete with a long history for that dominant race, then have them take the place of humans and restrict humand as if they were a demi-human race. The only unlimited race should be theone that is dominant on the planet.

Quote:

Using the elf fighter/wizard as an example: If the player is a 4th-level fighter/4th-level wizard, but (in game) his character wants to join the clergy of an elven god and become a cleric, I can't just say: "No, the rules don't allow you to do that." I have to give an "in game" explanation.

How many people do you know that are able to excell in more than one field? what some bozo wants to do so as to have a dominant PC isn't a matter for consideration in regards a campaign. Saying "why not" is a lame excuse. In a world where magic works, many-ton beasts can fly, things breath fire, it makes as much sense for a player to demand that his PC can invent a spell that always slays his target subject, or armor that is impervious to any and all forms of attack.

Quote:

As to the level restrictions on demihumans, you might say: "Demihumans just lose all drive for adventure after they've had but the merest taste of it". This doesn't rub well with me, though, because they don't get very far before they're restricted. Top levels are, perhaps, 10th. To get to 10th level doesn't take very long. It is just a drop in the river of time.

So? Maybe the whiny player should take his wannabe PC off to a game world where everyone is a superhero of unteenth level with barns full of magic.

Quote:

Alternatively, Gary, you could tell me that roleplaying games were in their early conception back then and your decision to put these arbitrary restrictions in place to serve game balance (but not resolving in-game believability) was a mistake.

Either response should put me on the road to finding inner peace.

Thankyou.

Bah! It is a mistake to bow to the wished of munchkins who whine. If they know the restrictions on dfemi-human characters before they create one, then they haven't a leg to stand on.

Why are humans more able to rise in level than demi-humans? Because the gods say so, and don't like pointy eared types with curly-toed shoes, squat miners with big beards, hairy-footed midgets, etc.

Cheers,
Gary

Joseph Elric Smith

Thursday, 17th February, 2005, 02:02 AM

Right answers all the way gary
Ken

dead

Thursday, 17th February, 2005, 02:04 AM

Quote:

*Originally Posted by **Col_Pladoh***

Bah! It is a mistake to bow to the wished of munchkins who whine. If they know the restrictions on dfemi-human characters before they create one, then they haven't a leg to stand on.

The player is not a munchkin. They like the story idea of a diverse character. They're not thinking about how much stuff they can slaughter at and loot to steal at all.

I'm somewhat at peace now.

I'm glad to see your stance on this but I'm gonna stick to my house rules (which don't create over-powerful, comic-book characters, by the way). ;)

Thanks.

BigFreakinGoblinoid

Thursday, 17th February, 2005, 02:08 AM

[QUOTE=Col_Pladoh]...

Bah! It is a mistake to bow to the wishes of munchkins who whine.

I think I just found my new sig. Thanks Gary!

tenkar

Thursday, 17th February, 2005, 03:49 AM

Gary, you're making me want to dig thru my closet to find my 1st Ed AD&D books. Back in the day my players generally weren't looking to multi-class unless the group was small and they needed the flexiblity.

Ah well, it all went down hill with the 2nd edition anyway ;)

Erik

"Why are humans more able to rise in level than demi-humans? Because the gods say so, and don't like pointy eared types with curly-toed shoes, squat miners with big beards, hairy-footed midgets, etc." EGG

cleaverthepit

Thursday, 17th February, 2005, 06:52 AM

Quote:

Because the gods say so, and don't like pointy eared types with curly-toed shoes, squat miners with big beards, hairy-footed midgets, etc.

ROTFLMAO

davis

Col_Pladoh

Thursday, 17th February, 2005, 04:19 PM

Quote:

Originally Posted by Joseph Elric Smith

*Right answers all the way gary
Ken*

Thanks Ken!

Your kind and unsolicited support is appreciated:D

BTW, give me your snailmail addy again, so I can sent the check as promised.

Heh,
Gary

Col_Pladoh

Thursday, 17th February, 2005, 04:26 PM

Quote:

Originally Posted by dead

The player is not a munchkin. They like the story idea of a diverse character. They're not thinking about how much stuff they can slaughter at and loot to steal at all.

Okay, you know better than I do. I am left wqith the nagging question: If the players aren't concerned about power gaming, wish only to create "stories," why should they worry/express concern about level limits

Quote:

I'm somewhat at peace now.

Then I did a somewhat satisfactory job in responding.

Quote:

*I'm glad to see your stance on this but I'm gonna stick to my house rules (which don't create over-powerful, comic-book characters, by the way).
;)*

Thanks.

It is your campaign, and you best what the participants expect and enjoy.

Novertheless, what I said about level limits for demi-human PCs is logical in the fantasy cosmos the AD&D game subsumes. without such limits, using actual human history, myth, and legend becomes problematical.

Cheerio,
Gary

Col_Pladoh

Thursday, 17th February, 2005, 04:28 PM

[QUOTE=BigFreakinGoblinoid]

Quote:

Originally Posted by Col_Pladoh

...

*Bah! It is a mistake to bow to the wishes of munchkins who whine. ...
.../QUOTE]*

I think I just found my new sig. Thanks Gary!

Darn!

I knew i should have trade marked that line :eek:

Heh :lol:
Gary

Col_Pladoh

Thursday, 17th February, 2005, 04:32 PM

Quote:

Originally Posted by tenkar

Gary, you're making me want to dig thru my closet to find my 1st Ed AD&D books. Back in the day my players generally weren't looking to multi-class unless the group was small and they needed the flexibility.

That is a good point indeed! When only two or three players generally adventure it is typically necessary for them to play multiple PCs or else be multi-classed.

Quote:

Ah well, it all went down hill with the 2nd edition anyway ;)

Now there's an observation with which I have no disagreement :uhoh:

Cheerio,
Gary

Col_Pladoh

Thursday, 17th February, 2005, 04:34 PM

Quote:

Originally Posted by cleaverthepit

ROTFLMAO

davis

Don't applaud...throw gold coins :lol:

Cheers,
Gary

Gray Mouser

Thursday, 17th February, 2005, 04:43 PM

Quote:

Originally Posted by Col_Pladoh

If the players aren't concerned about power gaming, wish only to create "stories," why should they worry/express concern about level limits

...

Nevertheless, what I said about level limits for demi-human PCs is logical in the fantasy cosmos the AD&D game subsumes. without such limits, using actual human history, myth, and legend becomes problematical.

Cheerio,
Gary

Good points here, Gary. I prefer level limits for demi-humans, and use either the PHB version or, depending on campaign and players, raise level limits for single-classed demi-humans by 2 but keep the multi-class level limits as is in the PHB. I can't recall when I came up with this rule, but I recently reread UA (which is where I originally thought it was from) but the level limits there seem somewhat different (especially with all of the subraces added in). I think it was from a *Dragon* article you penned at some point, shortly before UA came out. You have any recollection of such an article by any chance?

Anyway, as you said above, with no level limits demi-human races based on human mythology goes the way of the Dodo, to say nothing of fantasy literature models. I can't remember off hand any author who has demi-humans in control of their fantasy world settings. Even JRRT, whose elves were fascinatingly powerful in the early ages of Middle Earth, eventually gave way to the world of men. As an aside, I think many (the majority?) of D&D players think of JRRT when they think of elves. After reading *Three Hearts and Three Lions* and seeing the presentation of elves, dwarves and trolls that Poul Anderson has I think I have a better understanding of what you had in mind for D&D races (at least to some extent). Any other literary works influence you in this area? (And am I even right about it in the first place?)

Gray Mouser

Colonel,

You have writtendesigned some of my all time favorite scenarios (the GDQ series, Necropolis, etc), and I look forward to Hall of Many Panes, and Castle Zagyg/Yggsgburg.

Aside from your own, what scenarios and scenarists do you like best (for any system)?

I guess I am looking for a list of recommendations similar to the recommended reading list in the DMG.

Thanks.

Col_Pladoh

Thursday, 17th February, 2005, 05:20 PM

Quote:

Originally Posted by Gray Mouser

Good points here, Gary. I prefer level limits for demi-humans, and use either the PHB version or, depending on campaign and players, raise level limits for single-classed demi-humans by 2 but keep the multi-class level limits as is in the PHB. I can't recall when I came up with this rule, but I recently reread UA (which is where I originally thought it was from) but the level limits there seem somewhat different (especially with all of the subraces added in). I think it was from a Dragon article you penned at some point, shortly before UA came out. You have any recollection of such an article by any chance?

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Quote:

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Gray Mouser

Indeed, I do not believe that having unlimited levels for demi-humans can support a humanocentric campaign. without humanocentrism, there are no sources availabel to the GM to create his world setting.

As for the depiction of elves, I am not one who looks to Tolkien. D&D elves are not super beings, not taller or generally more powerful than humans. I used myth, legend, folklore, fairy tales, and authored fantasy such as Poul Anderson's works for inspiration in regards the paramters of elves. Of course, the varieties developed do reflect the Professor's work. after all, I desired to have the game to appeal to his fans.

Cheers,
Gary

Col_Pladoh

Thursday, 17th February, 2005, 05:28 PM

Quote:

Originally Posted by Sanguinemetaldawn

Colonel,

You have writtendesigned some of my all time favorite scenarios (the GDQ series, Necropolis, etc), and I look forward to Hall of Many Panes, and Castle Zagyg/Yggsgburg.

Aside from your own, what scenarios and scenarists do you like best (for any system)?

I guess I am looking for a list of recommendations similar to the recommended reading list in the DMG.

Thanks.

As much as i would like to accommodate your request, it isn't possible. why? Because being that I create so much I am usually busy devising aterial for my own adventures rather than playing modules written by others.

For a one-off I always liked the "generic" *The Abduction of Good King Desot.*" the old TSR series that begins with a scenario where the PCs wake up nude in an underground cavern is one that I enjoyed playing. Sadly, i have forgotten the name after some 25 years. I think the initial module was *The Slave Pits* of [something or other]. Also fun are the "generic" *A Challenge of Arm's, Ritual of the Golden Eyes*, and the upcoming *Castle Wolfmoon*.

For the *Lejendary Adventure* game my favorite introductory module is Jon Creffield's truly excellent *Lejendary Road*.

That's about the best I can supply.

Cheers,
Gary

Quote:

*Originally Posted by **Col_Pladoh***

For a one-off I always liked the "generic" The Abduction of Good King Desot." the old TSR series that begins with a scenario where the PCs wake up nude in an underground cavern is one that I enjoyed playing. Sadly, i have forgotten the name after some 25 years. I think the initial module was The Slave Pits of [something or other]. Also fun are the "generic" A Challenge of Arm's, Ritual of the Golden Eyes , and the upcoming Castle Wolfmoon.

Cheers,
Gary

Think it was A1, Slave Pits of the Undercity if i recall correctly. First module I ever bought. It brought me out of the grid paper dungeons that I drew for my players and opened my DM eyes quite a bit.

Maybe I'll dig it out and convert it to C&C.

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Gary Gygax Q&A: part VII

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Anabstercorian

Thursday, 17th February, 2005, 05:59 PM

Quote:

Originally Posted by Col_Pladoh

Indeed, I do not believe that having unlimited levels for demi-humans can support a humanocentric campaign. without humanocentrism, there are no sources availabel to the GM to create his world setting.

Cheers,
Gary

I disagree. I think that 3rd Edition (however you feel about it) did an excellent job of making humans into a dominant species without limiting advancement, by giving them distinct advantages in the form of greater flexibility and ambition. Castles and Crusades does a similar thing by granting them an all-important extra Prime.

I will firmly put forth my opinion that level limits for demi-humans are not necessary to support a humanocentric campaign.

Henry

Thursday, 17th February, 2005, 06:04 PM

Gary might be thinking of "In the Dungeons of the Slave Lords" by Laurence Schick. (module A4) in reference to the party of "buff" adventurers.
:)

tenkar

Thursday, 17th February, 2005, 06:09 PM

You are probably right Henry. I would have to dig through boxes to pull these out. Getting real tempting these days tho.

dcas

Thursday, 17th February, 2005, 06:34 PM

Gary,

Do you think it is possible to put the *Keep on the Borderlands* and the Caves of Chaos on the Yggburgh wilderness map? Where do you think might be a good location for it? At the risk of sounding like a fanboy, KOTB is my favorite adventure, whether playing or GMing.

Joseph Elric Smith

Thursday, 17th February, 2005, 06:35 PM

Consider this a freebie. :)
ken

Quote:

Originally Posted by Col_Pladoh

Thanks Ken!

Your kind and unsolicited support is appreciated:D

BTW, give me your snailmail addy again, so I can sent the check as promised.

*Heh,
Gary*

Joseph Elric Smith

Thursday, 17th February, 2005, 06:35 PM

I know I will be
Ken

Quote:

Originally Posted by dcas

Gary,

*Do you think it is possible to put the *Keep on the Borderlands* and the Caves of Chaos on the Yggburgh wilderness map? Where do you think might be a good location for it? At the risk of sounding like a fanboy, KOTB is my favorite adventure, whether playing or GMing.*

Gray Mouser

Thursday, 17th February, 2005, 06:36 PM

Quote:

Originally Posted by Henry

Gary might be thinking of "In the Dungeons of the Slave Lords" by Laurence Schick. (module A4) in reference to the party of "buff" adventurers. :)

That's the one. IMHO, the Slave Lords series is a great adventure arc. The only problem is surviving A2 with the fort full of hobgoblins! One wrong move and you have a major battle on your hands!

Gray Mouser

Storm Raven

Thursday, 17th February, 2005, 06:59 PM

Quote:

Originally Posted by Col_Pladoh

Okay, you know better than I do. I am left with the nagging question: If the players aren't concerned about power gaming, wish only to create "stories," why should they worry/express concern about level limits

Maybe because they don't want an artificially imposed end to the progression of the story?

Storm Raven

Thursday, 17th February, 2005, 07:04 PM

Quote:

Originally Posted by Col_Pladoh

I don't regret that in the least. If demi-humans, already given some advantages, were as able as humans, the world would be dominated by them, and there goes the whole of having a relatively familiar world setting in regards to what cultures and societies one will find in control. So a demi-human is unlimited in thief level only, as that is a class not destined to control the fate of major groups or states.

This argument only holds true if you assume that nonhumans are going to be designed with inherent advantages over humans as a baseline. And even for that situation, it has always seemed to me like a very clunky solution to the perceived problem. Why weren't demi-humans designed to be relatively equal in advantage to humans from the get-go rather than creating level limits?

Quote:

As for limiting human PCs to one class or possibly a dual class, the game is supposed to be about heroic people, not comic book super heroes.

And also not about arguably multiclassed characters like Conan? I can come up with a dozen characters from mainstream fantasy literature that are best represented by multiclassed combinations, and none of them are comic book superheroes.

Gray Mouser

Thursday, 17th February, 2005, 07:07 PM

Quote:

Originally Posted by Col_Pladoh

Actually, I don't recall, but your idea of raising the level limit by two for a single-classed demi-human character is reasonable, and upping it by another step would be acceptable if the character had exceptional stats.

Thanks for the input, Gary. I thought I had the copy of *Dragon* at home but apparently not. Maybe it's in storage at my parents, still. The title of the column, iirc, was something like "The Last Word on Demihumans."

Quote:

Indeed, I do not believe that having unlimited levels for demi-humans can support a humanocentric campaign. without humanocentrism, there are no sources available to the GM to create his world setting.

I agree. Can't recall any mythologies that have elves, dwarves, etc. as having the upper hand against humans. Nor any fantasy literature, although I don't read as much of it as I used to.

Quote:

As for the depiction of elves, I am not one who looks to Tolkien. D&D elves are not super beings, not taller or generally more powerful than humans. I used myth, legend, folklore, fairy tales, and authored fantasy such as Poul Anderson's works for inspiration in regards the parameters of elves. Of course, the varieties developed do reflect the Professor's work, after all, I desired to have the game to appeal to his fans.

Cheers,
Gary

Heh, I remember reading your description of Elves in the PHB and DMG back in the day and thinking, "Hey, that's not right!" Even by the time I

was, oh, 10 or 11 JRRT's description of Elves had really influenced my take on them as a race. The differences between JRRT's elves and D&D elves can be seen rather clearly, I think, in the instance of the Grugach!. I don't think Tolkien would ever have described his elves like that. As for appealing to his fans (of which I am one) I do like the High Elf, Grey Elf, Wood Elf distinctions (although Wood Elves are probably my favorite in D&D). I found the additions of Aquatic Elves and Valley Elves (which make an appearance in my homebrew world, too) to be pretty cool.

And who could forget the Drow? :) Who, by the way, are quite evil and malicious in my campaign, with absolutely *no* teenage-like angst about serving Lolth and the other demons :))

Gray Mouser

Gray Mouser

Thursday, 17th February, 2005, 07:12 PM

Quote:

Originally Posted by Storm Raven

Maybe because they don't want an artificially imposed end to the progression of the story?

Who says you have to stop adventuring once you hit the level limit?

Besides, if they want to keep advancing just take Thief as a multi-class.

Gray Mouser

Col_Pladoh

Thursday, 17th February, 2005, 07:31 PM

Quote:

Originally Posted by tenkar

Think it was A1, Slave Pits of the Undercity if i recall correctly. First module I ever bought. It brought me out of the grid paper dungeons that I drew for my players and opened my DM eyes quite a bit.

Maybe I'll dig it out and convert it to C&C.

Thanks, and that's it:)

Nonting much to convert it to the C&C game other than the ACs, eh? the remainder can be winged easily.

Cheers,
Gary

Storm Raven

Thursday, 17th February, 2005, 07:54 PM

Quote:

Originally Posted by Gray Mouser

Who says you have to stop adventuring once you hit the level limit?

Note the word "progression"?

Quote:

Besides, if they want to keep advancing just take Thief as a multi-class.

All powerful elves are really good thieves? I don't buy it.

Col_Pladoh

Thursday, 17th February, 2005, 08:03 PM

Quote:

Originally Posted by Anabstercorian

I disagree. I think that 3rd Edition (however you feel about it) did an excellent job of making humans into a dominant species without limiting advancement, by giving them distinct advantages in the form of greater flexibility and ambition. Castles and Crusades does a similar thing by granting them an all-important extra Prime.

I will firmly put forth my opinion that level limits for demi-humans are not necessary to support a humanocentric campaign.

You are free to believe as you wish. My opinion is this: I think 3E is made for power gamers and relies on seek & destroy for its appeal, so having verisimilitude in any setting in which the system is employed is not of much importance. The changes made in 3E simply up the power of humans, making them more like supermen than the older systems allowed.

That said, if you like it, you are not wrong ;)

Cheers,

Gary

Col_Pladoh

Thursday, 17th February, 2005, 08:06 PM

Quote:

Originally Posted by tenkar

You are probably right Henry. I would have to dig through boxes to pull these out. Getting real tempting these days tho.

Okay. that sounds familiar, and IIRR, I play-tested that scenario:)

Gary

Col_Pladoh

Thursday, 17th February, 2005, 08:09 PM

Quote:

Originally Posted by dcas

Gary,

Do you think it is possible to put the Keep on the Borderlands and the Caves of Chaos on the Yggburgh wilderness map? Where do you think might be a good location for it? At the risk of sounding like a fanboy, KOTB is my favorite adventure, whether playing or GMing.

Yes, but the best way to decide your question is for you to look at the map that is furnished, and also consider the suggestion of adding territory around its verges to expand the playing area. I believe those modules would best be located to the east (KotB) and northwest (CoC) in an extension of the hills.

Sorry not to be able to be more specific.

Cheers,
Gary

Col_Pladoh

Thursday, 17th February, 2005, 08:10 PM

Quote:

Originally Posted by Joseph Elric Smith

Consider this a freebie. :)
ken

You are too kind amigo :uhoh:

Heh,
Gary

Col_Pladoh

Thursday, 17th February, 2005, 08:12 PM

Quote:

Originally Posted by Storm Raven

Maybe because they don't want an artificially imposed end to the progression of the story?

Surely you jest! An "artificially imposed" end to a story based on a game full of completely imaginary factors to make it fun and exciting? That's straining at a gnat and swallowing the camel without so much as a gulping motion.

LOL
Gary

Sanguinemetaldawn

Thursday, 17th February, 2005, 08:15 PM

Gygaxian Greyhawk "canon"

Although it didn't yield anything useful, thanks for addressing my earlier question.

To Greyhawk specifically...

Were you to run GH today what published material would you use?

Would a simple "all pre-2nd Ed" cut-off suffice?

Some you would exclude even from that?

More you would include?

Thanks again.

Col_Pladoh

Thursday, 17th February, 2005, 08:19 PM

Quote:

Originally Posted by **Storm Raven**

This argument only holds true if you assume that nonhumans are going to be designed with inherent advantages over humans as a baseline. And even for that situation, it has always seemed to me like a very clunky solution to the perceived problem. Why weren't demi-humans designed to be relatively equal in advantage to humans from the get-go rather than creating level limits?

If the only difference between humans and the demi-human races was superficial-size and a few minor physical traits, why bother to have such races at all? Of course, fantasy literature suggests there are advantages to demi-human races too, so that might be a consideration to an able game designer...

Quote:

And also not about arguably multiclassed characters like Conan? I can come up with a dozen characters from mainstream fantasy literature that are best represented by multiclassed combinations, and none of them are comic book superheroes.

Conan multi-classed? you must have read different REH yarns than I did. Conan is an archetypical swords & sorcery barbarian, and his thievery was all by use of his brawn, superior reflexes, and savage abilities. Besides fighting and stealing, what else could he do that is worthy of awarding another class?

Bah,
Gary

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Gary Gygax Q&A: part VII

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BOZ

Thursday, 17th February, 2005, 08:28 PM

i know there's not much love for 2E, but when we played that i *always* used the optional "slow advancement" rule for demihumans. that way there was never an abrupt end, but once you hit that limit, things slowed down a bit, and in the case of elves, a lot.

Col_Pladoh

Thursday, 17th February, 2005, 08:29 PM

Quote:

Originally Posted by Gray Mouser

Thanks for the input, Gary. I thought I had the copy of Dragon at home but apparently not. Maybe it's in storage at my parents, still. The title of the column, iirc, was something like "The Last Word on Demihumans."

A misleading title, for certain, for here I am having to expend far too much time and effort on the subject :]

Quote:

I agree. Can't recall any mythologies that have elves, dwarves, etc. as having the upper hand against humans. Nor any fantasy literature, although I don't read as much of it as I used to.

Just so. The Norse dwarves were like giants in their powers, and the French fey were as potent as fairies in some fairy tales. Neither is suitable for inclusion as a character race in a FRPG. The original gnomes were earth elementals of considerable potency as well, but I modeled the D&D race after those in fable and fairy tale.

Quote:

Heh, I remember reading your description of Elves in the PHB and DMG back in the day and thinking, "Hey, that's not right!" Even by the time I was, oh, 10 or 11 JRRT's description of Elves had really influenced my take on them as a race. The differences between JRRT's elves and D&D elves can be seen rather clearly, I think, in the instance of the Grugach! I don't think Tolkien would ever have described his elves like that. As for appealing to his fans (of which I am one) I do like the High Elf, Grey Elf, Wood Elf distinctions (although Wood Elves are probably my favorite in D&D). I found the additions of Aquatic Elves and Valley Elves (which make an appearance in my homebrew world, too) to be pretty cool.

Understood. Many a participant loves elves, so adding more varieties, including the Drow, seemed a good plan. As I was thinking of detailing the Valley of the Mage, I thought it expedient to introduce that sort to the game;)

Quote:

And who could forget the Drow? :) Who, by the way, are quite evil and malicious in my campaign, with absolutely no teenage-like angst about serving Lolth and the other demons :))

Gray Mouser

Your treatment of those dark elves is absolutely the way I intended them to be. While aberrant individuals can be other than steeped in wickedness, the Drow race is EVIL, more so than the Melnibonean one of Michael Moorcock's creation :uhoh:

Cheers,
Gary

Col_Pladoh

Thursday, 17th February, 2005, 08:32 PM

Quote:

Originally Posted by Gray Mouser

Who says you have to stop adventuring once you hit the level limit?

Besides, if they want to keep advancing just take Thief as a multi-class.

Gray Mouser

Well said, but such an obvious thing is clearly not what munchkins want. How can their PCs be the toughest kids on the block that way?

Story-schmory! The rap is to kick butt and be all powerful...

:lol:

Gary

tenkar

Thursday, 17th February, 2005, 08:34 PM

Just an aside to the multi-class issue:

Multi-classing in the 3rd edition rules is much more powerful than 1st edition rules. 3rd edition characters get a total some of class traits, including HP and THAC0 (or BAB) and the flexibility of using class abilities from the multiple classes. 1st edition characters had reduced HP and THAC0 compared to others of their EX Point totals. This balanced the advantage of flexibility that multi-classing gave.

3rd edition is a game that runs at a higher power level, which appeals to the masses.

Reminds me of the movie Spinal Tap: "This one goes to 11"

Col_Pladoh

Thursday, 17th February, 2005, 08:35 PM

Quote:

Originally Posted by Storm Raven

Note the word "progression"?

All powerful elves are really good thieves? I don't buy it.

All powerful elves are not happening. The ones not accomplished thieves are nothing but wedge-eared tree-huggers who wear tights and prance around in curley-toed shoes when not baking cookies for Keebler or making toys for Santa :p

Cheers,
Gary

Col_Pladoh

Thursday, 17th February, 2005, 08:46 PM

Quote:

Originally Posted by tenkar

Just an aside to the multi-class issue:

Multi-classing in the 3rd edition rules is much more powerful than 1st edition rules. 3rd edition characters get a total some of class traits, including HP and THAC0 (or BAB) and the flexibility of using class abilities from the multiple classes. 1st edition characters had reduced HP and THAC0 compared to others of their EX Point totals. This balanced the advantage of flexibility that multi-classing gave.

3rd edition is a game that runs at a higher power level, which appeals to the masses.

Reminds me of the movie Spinal Tap: "This one goes to 11"

Heh,

I'd describe the appeal as being to the munchkins and power-gamers, but that's just my opinion.

I can state with certainty that the number of 3E players is less than the number that played OAD&D in its heyday, c. 1983-5, so referring to "masses" is not correct. "Masses" play computer seek & destroy games ;)

Cheers,
Gary

Col_Pladoh

Thursday, 17th February, 2005, 08:48 PM

Quote:

Originally Posted by BOZ

*i know there's not much love for 2E, but when we played that i *always* used the optional "slow advancement" rule for demihumans. that way there was never an abrupt end, but once you hit that limit, things slowed down a bit, and in the case of elves, a lot.*

Without comment in regards to 2E, your rule regarding a slowing of advancement seems well-founded if your campaign world was based on human culture and society.

Cheers,
Gary

Storm Raven

Thursday, 17th February, 2005, 08:51 PM

Quote:

Originally Posted by Col_Pladoh

Surely you jest! An "artificially imposed" end to a story based on a game full of completely imaginary factors to make it fun and exciting? That's

straining at a gnat and swallowing the camel without so much as a gulping motion.

No, it's noting that the progression of the game tends to work in a particular way, until it is arbitrarily stopped because of an odd game mechanic.

Barak

Thursday, 17th February, 2005, 08:53 PM

While I fully agree with T h e N's description of elves, obviously dwarves should be unlimited in levels. I can accept typos that deny that, including those forthcoming.

BTW, I always thought elves level limitations were a bit high, myself.

Col_Pladoh

Thursday, 17th February, 2005, 08:55 PM

Quote:

Originally Posted by SanguinemetalDawn

Although it didn't yield anything useful, thanks for addressing my earlier question.

To Greyhawk specifically...

Were you to run GH today what published material would you use?

Would a simple "all pre-2nd Ed" cut-off suffice?

Some you would exclude even from that?

More you would include?

Thanks again.

I have run little WoG-based games since 1986. when i do run OAD&D sessions based on Oerth i use the original maps done by Darlene and the books from the boxed World of Greyhawk set, along with such material as I have that i created specifically for my own campaign that might apply.

A cut-off at 1985 suffices quite well from my POV;)

Actually, there are some things in 2E that aren't bad to add to your OAD&D campaign, IMO.

Canon can be over-rated. If something outside such bounds makes your game better, then use it.

Cheers,
Gary

Storm Raven

Thursday, 17th February, 2005, 08:57 PM

Quote:

Originally Posted by Col_Pladoh

If the only difference between humans and the demi-human races was superficial--size and a few minor physical traits, why bother to have such races at all? Of course, fantasy literature suggests there are advantages to demi-human races too, so that might be a consideration to an able game designer...

I didn't say *no* differences, I said perhaps the demi-humans could have been designed in such a way that their net abilities don't make them obviously more powerful than humans in game mechanic terms. Surely there are drawbacks to being nonhuman (other than being unable to become an 8th level magic-user) that could have offset some of their advantages. To me, this seems like it would have been a much more sensible solution, and your explanations thus far have not illuminated why you chose the route you did over the alternative.

Quote:

Conan multi-classed? you must have read different REH yarns than I did. Conan is an archetypical swords & sorcery barbarian, and his thievery was all by use of his brawn, superior reflexes, and savage abilities. Besides fighting and stealing, what else could he do that is worthy of awarding another class?

Might I point out that Conan was the "greatest thief of his time", with stealthy abilities that allowed him to sneak about virtually silently even in full armor and other abilities limited to the thief class of 1e days. I would modestly point to the original *Deities and Demigods* where one would note that almost all of the heroes of myth, legend, and fiction detailed therein were multiclassed humans, which strikes me as a blunt undermining of your assertions.

Col_Pladoh

Thursday, 17th February, 2005, 08:58 PM

Quote:

Originally Posted by Storm Raven

No, it's noting that the progression of the game tends to work in a particular way, until it is arbitrarily stopped because of an odd game mechanic.

As if all game rules weren't arbitrary, eh? Heh, and so much for you, mister smarty pants... :P

Cheers,

Gary

Col_Pladoh

Thursday, 17th February, 2005, 09:00 PM

Quote:

Originally Posted by Barak

*While I fully agree with **The Man's** description of elves, obviously dwarves should be unlimited in levels. I can accept typos that deny that, including those forthcoming.*

BTW, I always thought elves level limitations were a bit high, myself.

What? You think stubby rock-chewers should be more potent than the flighty ones of the forest? I am appaled!

:lol:
Gary

tenkar

Thursday, 17th February, 2005, 09:03 PM

Quote:

Originally Posted by Col_Pladoh

Heh,

I'd describe the appeal as being to the munchkins and power-gamers, but that's just my opinion.

I can state with certainty that the number of 3E players is less than the number that played OAD&D in its heyday, c. 1983-5, so referring to "masses" is not correct. "Masses" play computer seek & destroy games ;)

*Cheers,
Gary*

Well, IMHO, the masses these days are munchkins and power-gamers. My group fell apart after the 2nd edition due to real life time constraints. We all keep in touch, we've all picked up the 3rd edition rules, but we have never actually sat down and played them. They seem to far removed from the games we had played for years (1st and even 2nd editions). The familiarity was gone. As a DM that hurts. As a player my adjustment would have been easier i am sure.

If we wanted a game that revolves around miniatures and grid movement and exact facing we would have moved on to Warhammer.
If we wanted uber characters we would return to RIFTS (a campaign that burned bright then out real fast)

That being said I picked up C&C for myself, and have ordered copies for the old group. I'll have to see if it takes hold where 3rd edition hasn't been able to.

I will say that some of the 3rd edition sourbooks have been extremely well done... the splats however remind me too much of the wallet-bleeding that 2nd edition was famous for.

Barak

Thursday, 17th February, 2005, 09:08 PM

Quote:

Originally Posted by Col_Pladoh

What? You think stubby rock-chewers should be more potent than the flighty ones of the forest? I am appaled!

*:lol:
Gary*

And that's exactly what I meant by forthcoming typos. Obviously, by "appaled", Gary meant "agreeing".

What can I say. I love dwarves, I hate elves, and I'm human. :)

Storm Raven

Thursday, 17th February, 2005, 09:14 PM

Quote:

Originally Posted by Col_Pladoh

As if all game rules weren't arbitrary, eh? Heh, and so much for you, mister smarty pants... :p

Some mechanics are more arbitrary than others. Dwarves get a bonus to Constitution *because* they are supposed to be generally tougher and harder than other races. Elves get a bonus to Dexterity *because* they are generally more graceful than other races. The rules have a point built into their existence that makes sense from an internal perspective. Thus they are not wholly arbitrary.

On the other hand we have the rule "demi-humans can't advance beyond a certain level in any class other than thief" *because* . . . of nothing that can be expressed in internal terms. That makes the rule wholly arbitrary.

Gray Mouser

Thursday, 17th February, 2005, 09:14 PM

Quote:

*Originally Posted by **Storm Raven***

Note the word "progression"?

Of course. But ion your original quote it was progression of the *story* that you referred to, which, imo, isn't contingent on level progression.

Quote:

All powerful elves are really good thieves? I don't buy it.

Of course not. Elves can reach up to 11th level as M-U's, 13th if you use UA. That's pretty powerful, imo. I can barely cast a first level spell, after all.

Of course, it's your campaign so you can do whatever you want. I had similar thought about level restrictions for a while but chnaged my mind. IMO, the racial abilities demi-humans get and the level limitations combine to do a fairly good job at representing the picture of such beings in mythology and literature. YMMV

Gray Mouser

PapersAndPaychecks

Thursday, 17th February, 2005, 09:22 PM

If I can prise the subject of discussion away from demi-humans for a minute or two...

Gary, I'm working on preparing some 1e AD&D material set in the Spindrift Isles. I realise that Len Lakofka was largely responsible for these - but I'd welcome any reminiscences that I can persuade you to share about how - and where - the material devised by the worthy Leomund meshed with your own work and that of Mr Kuntz.

Were there lines of demarcation - "That's your bit, this is mine" - or did you all sort of pitch in and write whatever you felt like writing?

I'd also like to invite your comments on the "Wish" spell, particularly its uses for ressurecting dead players. I've heard it said that Wish could be used to raise any dead character (including those races which could not be raised through Ressurection) and that no system shock roll is required - would you agree or disagree?

Thanks in advance!

Storm Raven

Thursday, 17th February, 2005, 09:25 PM

Quote:

*Originally Posted by **Gray Mouser***

Of course. But ion your original quote it was progression of the story that you referred to, which, imo, isn't contingent on level progression.

In general, it is. Which is the direction I was pointing. You move through the story dealing with successively deeper layers of opposition. Halting that at a topped out level for some characters (but not for others) is a really wonky mechanic.

Quote:

Of course not. Elves can reach up to 11th level as M-U's, 13th if you use UA. That's pretty powerful, imo. I can barely cast a first level spell, after all.

Yet, to be on par with humans, elves have to multiclass as M-U/Thieves, for some reason. And the elvish M-U limit was among the highest allowed in the game, and beyond the lev'l of most 1e style campaigns. The kicker is this, if the level limits are that high, then *they don't accomplish their intended purpose* of balancing the demi-human races against humans. Whicl makes the mechanic both arbitrary and ineffective. Surely soimeone like Gygax could have come up with a better solution. I'm trying to see why he *didn't*.

Quote:

Of course, it's your campaign so you can do whatever you want. I had similar thought about level restrictions for a while but chnaged my mind. IMO, the racial abilities demi-humans get and the level limitations combine to do a fairly good job at representing the picture of such beings in mythology and literature. YMMV

Which literature and mythology are you reading? It certainly doesn't represent the elves, dwarves of most of the fantasy literature and mythology I've seen.

Col_Pladoh

Thursday, 17th February, 2005, 09:29 PM

Quote:

*Originally Posted by **Barak***

And that's exactly what I meant by forthcoming typos. Obviously, by "appaled", Gary meant "agreeing".

What can I say. I love dwarves, I hate elves, and I'm human. :)

Dwarven jesters have small wit :eek:

Heh,
Gary

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Gary Gygax Q&A: part VII

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loki44

Thursday, 17th February, 2005, 09:31 PM

Quote:

Originally Posted by Storm Raven

On the other hand we have the rule "demi-humans can't advance beyond a certain level in any class other than thief" because . . . of nothing that can be expressed in internal terms. That makes the rule wholly arbitrary.

Darn it! I didn't want to get sucked into this discussion....

I don't think it is arbitrary to simply say that demi-humans max themselves out at a given level. If I work out hard everyday eventually I will hit a plateau where it is physically impossible to improve (nowhere near that BTW :)). The level of that plateau will vary from person to person. Is it too much of a stretch to imagine that, in fantasy terms, demi-humans reach their maximum potentials before humans do? My example was physical in nature but I don't find it implausible to think that an elven magic-user might reach a level at which he just can't cram another spell into his head whereas a human may have the capacity to learn more. The idea of "levels" is abstract anyway and purely a game mechanic. The characters themselves have no idea that levels even exist. The player knows his character has stopped "advancing" in terms of the game mechanic but I don't suppose the character would have a clue.

Gray Mouser

Thursday, 17th February, 2005, 09:31 PM

Quote:

Originally Posted by Col_Pladoh

Just so. The Norse dwarves were like giants in their powers, and the French fey were as potent as fairies in some fairy tales. Neither is suitable for inclusion as a character race in a FRPG. The original gnomes were earth elementals of considerable potency as well, but I modeled the D&D race after those in fable and fairy tale.

Heh, enter the svirfneblin! Now those are some gnomes that can give a party some major headaches, what with their elemental summoning abilities and all!

Quote:

Understood. Many a participant loves elves, so adding more varieties, including the Drow, seemed a good plan. As I was thinking of detailing the Valley of the Mage, I thought it expedient to introduce that sort to the game:)

And kudos to you! I love Valley Elves, myself. They're rather limited in my own campaign world and I preserve the outsider aspect of them. In the lone Elvish kingdom there's perhaps 500 such chaps in their own communities.

Quote:

Your treatment of those dark elves is absolutely the way I intended them to be.

Heh, I never understood people who wanted fantasy beings who were evil by nature to go through some great, existentialist struggle. Man, next thing you know Demogorgon will have his twin heads on some shrink's couch looking for some catharsis. I have news for you Demo: you are **evil** and your lot is to be set upon by every two-bit PC party that can make their way to the Abyss! Die! Die! Die!

Heh, sorry ;)

Quote:

*While abberant individuals can be other than steeped in wickedness, the Drow race is **EVIL**, more so than the Melnibonean one of Michael Moorcock's creation :uhoh:*

Cheers,
Gary

More evil than the Melniboneans! Yikes! Man, did a certain twin scimitar wielding Dark Elf confuse things for a lot of people. Even with Elric's angst and existential suffering you always knew the Melniboneans were a wretched lot.

Gray Mouser

Col_Pladoh

Thursday, 17th February, 2005, 09:33 PM

Quote:

Originally Posted by Storm Raven

Some mechanics are more arbitrary than others. Dwarves get a bonus to Constitution because they are supposed to be generally tougher and harder than other races. Elves get a bonus to Dexterity because they are generally more graceful than other races. The rules have a point built into their existence that makes sense from an internal perspective. Thus they are not wholly arbitrary.

Au contraire, those selections are made by the game designer on the arbitrary basis of his preferences, or what he believes will make the game more enjoyable to an audience.

Quote:

On the other hand we have the rule "demi-humans can't advance beyond a certain level in any class other than thief" because . . . of nothing that can be expressed in internal terms. That makes the rule wholly arbitrary.

No, "we" is not applicable. I made that rule because it fitted logically with the other assumptions I had set forth in the game. All of the total balderdash was completely at my whim, thus wholly arbitrary. It is you who are trying to rationalize your whims. To make them valid you need to write a game system;)

Cheers,
Gary

Barak

Thursday, 17th February, 2005, 09:34 PM

Quote:

Originally Posted by Col_Pladoh

Dwarven jesters have small wit :eek:

*Heh,
Gary*

But big axes, which is why they hld their own, all things considered.

Alright, enough jesting. I do seriously wonder about demi-humans being limited in -all- classes (thief excluded). Elves are reknowned for their MU, dwarves for their fighters. Would it truly destroy the idea of human-domination to have each unlimited in their favored field?

Storm Raven

Thursday, 17th February, 2005, 09:34 PM

Quote:

Originally Posted by tenkar

Multi-classing in the 3rd edition rules is much more powerful than 1st edition rules. 3rd edition characters get a total some of class traits, including HP and THAC0 (or BAB) and the flexibility of using class abilities from the multiple classes. 1st edition characters had reduced HP and THAC0 compared to others of their EX Point totals. This balanced the advantage of flexibility that multi-classing gave.

I'd say this is about as wrongheaded as any assessment of 3e vs. 1e multiclassing as one is likely to find. Compare a 1e Ftr/M-U, Ftr/Cir, or Cir/M-U with just about any 3e multiclass combination similar points in their careers and one will find that (relative to his opposition) the 1e multiclass has vastly more power to draw upon. (A point mostly attributable to the logarithmic nature of the 1e experience point charts, as well as to the even progression of classes). At least until the demi-human level limits kick in, but in many cases they kick in far too late to be of any use anyway.

Col_Pladoh

Thursday, 17th February, 2005, 09:39 PM

Quote:

Originally Posted by Gray Mouser

Of course. But ion your original quote it was progression of the story that you referred to, which, imo, isn't contingent on level progression.

Quit it! You are ruining the story he is trying to put forth as a cogent argument :uhoh:

Quote:

Of course not. Elves can reach up to 11th level as M-U's, 13th if you use UA. That's pretty powerful, imo. I can barely cast a first level spell, after all.

That's game stuff, not touchy-feely story. Oh, wait, we are talking about a game here, aren't we? for a moment i got confused and thought we were lost in making up fairy tales for kiddies and amateur thespians...

Quote:

Of course, it's your campaign so you can do whatever you want. I had similar thought about level restrictions for a while but chnaged my mind. IMO, the racial abilities demi-humans get and the level limitations combine to do a fairly good job at representing the picture of such beings in mythology and literature. YMMV

Gray Mouser

Truer words were never stated, than that. It is strictly up to the GM and his group to decide what makes their campaign interesting, enjoyable, and exciting. that's the reason I really hate to get involved in thses kinds of discussions....other than to devil some folks who take games and themselves too seriously :eek:

Heh,
Gary

loki44

Thursday, 17th February, 2005, 09:40 PM

Quote:

*Originally Posted by **PapersAndPaychecks***

If I can prise the subject of discussion away from demi-humans for a minute or two...

I'd also like to invite your comments on the "Wish" spell, particularly its uses for resurrecting dead players. I've heard it said that Wish could be used to raise any dead character (including those races which could not be raised through Resurrection) and that no system shock roll is required - would you agree or disagree?

That reminds me of a spell question I had. Would you care to comment on the old Phantasmal Force illusionist spell? That spell was a blessing and a curse. It was great because it was so open ended that the caster could be hugely creative, but it always seemed like a nightmare for the DM to adjudicate its effects in a way that didn't imbalance the game or squash the player's creativity. Any thoughts?

Storm Raven

Thursday, 17th February, 2005, 09:44 PM

Quote:

*Originally Posted by **loki44***

Is it too much of a stretch to imagine that, in fantasy terms, demi-humans reach their maximum potentials before humans do?

Given the source material drawn upon (i.e. mythology and fantasy literature), yes.

Quote:

My example was physical in nature but I don't find it implausible to think that an elven magic-user might reach a level at which he just can't cram another spell into his head whereas a human may have the capacity to learn more. The idea of "levels" is abstract anyway and purely a game mechanic. The characters themselves have no idea that levels even exist. The player knows his character has stopped "advancing" in terms of the game mechanic but I don't suppose the character would have a clue.

Hence there are no powerful elven wizards with powers matching the greatest human spell slinger? Which work of literature would that be drawn from?

Gray Mouser

Thursday, 17th February, 2005, 09:44 PM

Quote:

*Originally Posted by **Storm Raven***

In general, it is. Which is the direction I was pointing. You move through the story dealing with successively deeper layers of opposition. Halting that at a topped out level for some characters (but not for others) is a really wonky mechanic.

Hmm, let's see. More magic items, more treasure with which to hire henchmen and hirlings, expanded spell lists for more options (even if number of spells memorized doesn't increase), to say nothing of the ability ability to make potions and scrolls for M-U elves.

There's certainly options for the player of a demi-human to keep up with his human peers if he desires (and knows how to play the game).

Quote:

Yet, to be on par with humans, elves have to multiclass as M-U/Thieves, for some reason.

No, not really. I gave that example because you referred to people's desire to keep progressing in levels.

Quote:

And the elvish M-U limit was among the highest allowed in the game, and beyond the lev of most 1e style campaigns. The kicker is this, if the level limits are that high, then they don't accomplish their intended purpose of balancing the demi-human races against humans. Whci makes the mechanic both arbitrary and ineffective. Surely soimeone like Gygax could have come up with a better solution. I'm trying to see why he didn't.

Well, you're entitled to your opinion. However, you should remember that all demi-human races have various racial abilities that humans lack. For example, elves get bonuses to hit with swords and bows even though they are limited to 7th level as fighters. Add on a 90% resistance to sleep and charm and that's pretty good, imho.

With abilities like these it's very reasonable, imo, for humans to have unlimited level progression. A demi-human of the same level as a low- to mid-level human will have certain advantages, after all. Besides, I don't see balancing as meaning making things egalitarian. It's a balance because after a while your elvish M-U, while still retaining his racial abilities will simply be surpassed by his human companion in the spell

casting department.

Quote:

Which literature and mythology are you reading? It certainly doesn't represent the elves, dwarves of most of the fantasy literature and mythology I've seen.

Um, OK if you say so :)

Gray Mouser

Storm Raven

Thursday, 17th February, 2005, 09:49 PM

Quote:

Originally Posted by Col_Pladoh

Au contraire, those selections are made by the game designer on the arbitrary basis of his preferences, or what he believes will make the game more enjoyable to an audience.

And justified based upon their internal consistency. To my knowledge, no one has ever argued, for example, that Dwarves should not gain a Constitution bonus, because the *reason* they do is consistent with the background given for the race, and consistent with the mythological and literary background that the game draws upon. Level limits don't.

Quote:

No, "we" is not applicable. I made that rule because it fitted logically with the other assumptions I had set forth in the game. All of the total balderdash was completely at my whim, thus wholly arbitrary. It is you who are trying to rationalize your whims. To make them valid you need to write a game system;)

Or, I guess I could just use game systems designed by people who put some thought behind their decisions. Since the level limit rule *doesn't fit* logically, and has all the earmarks of a pasted on quick-fix. If your reasoning as to why you did one thing rather than another is simply an arbitrary assertion, then you aren't nearly as astute an individual as many have taken you for.

Col_Pladoh

Thursday, 17th February, 2005, 09:51 PM

Quote:

Originally Posted by PapersAndPaychecks

If I can prise the subject of discussion away from demi-humans for a minute or two...

Oh goody!

Quote:

Gary, I'm working on preparing some 1e AD&D material set in the Spindrift Isles. I realise that Len Lakofka was largely responsible for these - but I'd welcome any reminiscences that I can persuade you to share about how - and where - the material devised by the worthy Leomund meshed with your own work and that of Mr Kuntz.

Regretably, I can supply nothing of substance. Len ran his own campaign, and I played in it only a handful of times well over 25 years ago, the last time c. 1983 when Len and a friend came to visit me at my house. Rob and I ran games only on Oerik and didn't worry about what Len was doing, or Francois for that matter. I planned to pick up all the salient matters later--sometime in 1986-8 when I could get to a revision of the AD&D game and the expansion of the WoG setting...

Quote:

Were there lines of demarcation - "That's your bit, this is mine" - or did you all sort of pitch in and write whatever you felt like writing?

See above. I also reviewed and approved as "official" all of Len's WoG material for publication.

Quote:

I'd also like to invite your comments on the "Wish" spell, particularly its uses for resurrecting dead players. I've heard it said that Wish could be used to raise any dead character (including those races which could not be raised through Resurrection) and that no system shock roll is required - would you agree or disagree?

I would agree with the caveat that the wish would have to be phrased properly, generally one that prevented the deadly incident from having occurred. Thus, something like this should be required: "I wish that our party had not encountered entered the cave in which the red dragon was laired, thus preventing it from becoming aware of us, attacking, harming, and killing Alfie the Elf, even though such wish might mean we are not aware of the red dragon and that might remove from our knowledge and possession such items that led us to the cave."

Cheers,
Gary

Thanks in advance![/QUOTE]

Storm Raven

Thursday, 17th February, 2005, 09:54 PM

Quote:

*Originally Posted by **Gray Mouser***

Well, you're entitled to your opinion. However, you should remember that all demi-human races have various racial abilities that humans lack. For example, elves get bonuses to hit with swords and bows even though they are limited to 7th level as fighters. Add on a 90% resistance to sleep and charm and that's pretty good, imho.

With abilities like these it's very reasonable, imo, for humans to have unlimited level progression. A demi-human of the same level as a low- to mid-level human will have certain advantages, after all. Besides, I don't see balancing as meaning making things egalitarian. It's a balance because after a while your elvish M-U, while still retaining his racial abilities will simply be surpassed by his human companion in the spell casting department.

Which makes the level limits entirely irrelevant at lower levels, and not very useful at higher levels (which most campaigns rarely reached anyway). Which makes the game mechanic of level limits very clunky. At low levels, elves and dwarves dominate: their special abilities unhindered by any corresponding weaknesses makes them obviously more powerful than human characters up until about 7th-10th level (where most level limits kick in). And after that, the humans somewhat surpass their demi-human companions by advancing, but how many campaigns did you play in 1e that advanced beyond 10th level? it seems like a very poor mechanic for balancing the races given how it didn't affect anything for most of a character's career, and then kicked in when things were usually wrapping up anyway.

loki44

Thursday, 17th February, 2005, 09:54 PM

Quote:

*Originally Posted by **Storm Raven***

Hence there are no powerful elven wizards with powers matching the greatest human spell slinger? Which work of literature would that be drawn from?

Yes. Which work of lit? I dunno. Who said the game has to be strictly drawn from existing literature? It is redundant to say again, but if you want elves to be more, or as powerful in your game, then I say uncap that level limit pronto! I was simply trying to argue the point that level limits can be justified in my opinion. It's all about suspension of disbelief and we all have our own ideas of what should or should not be gamewise.

Col_Pladoh

Thursday, 17th February, 2005, 10:05 PM

Quote:

*Originally Posted by **Gray Mouser***

Heh, enter the svirfneblin! Now those are some gnomes that can give a party some major headaches, what with their elemental summoning abilities and all!

I got tired of having only basically good gnomes hanging around. I thought that the svirfneblin would add some spice to the otherwise dull race. Of course my gnome illusionist/thief PC was always trying to do much the same...

Quote:

And kudos to you! I love Valley Elves, myself. They're rather limited in my own campaign world and I preserve the outsider aspect of them. In the lone Elvish kingdom there's perhaps 500 such chaps in their own communities.

Thanks. It gets pretty demanding to add really interesting new races/sub-races to a well-developed game.

Quote:

*Heh, I never understood people who wanted fantasy beings who were evil by nature to go through some great, existentialist struggle. Man, next thing you know Demogorgon will have his twin heads on some shrink's couch looking for some catharsis. I have news for you Demo: you are **evil** and your lot is to be set upon by every two-bit PC party that can make their way to the Abyss! Die! Die! Die!*

Heh, sorry ;)

No need to apologise to me for that! I loathe the self-centered angst-ridden crap that gets passed off as suitable fare in a game of heroic action-adventure.

Quote:

More evil than the Melniboneans! Yikes! Man, did a certain twin scimitar wielding Dark Elf confuse things for a lot of people. Even with Elric's angst and existential suffering you always knew the Melniboneans were a wretched lot.

Gray Mouser

Absolutely. The drow being shunted to the underground was the last straw in their becoming truly wicked, hating all those who dwell above. If you consider the sorts of creatures that walk the streets of Erelheiwindlu, that's plain;0

Cheers,
Gary

Henry

Thursday, 17th February, 2005, 10:05 PM

I can say that a 7th/9th level fighter-thief in 1E is DEFINITELY more capable across the board than a 7th level Fighter-Rogue in 3E. He can fight better, steal better, climb walls better, etc. Whereas the 3E character can specialize and do ONE of those things well, the generalist that is the AD&D F/T can do them ALL equally well. I know because I made one up for a Gameday recently. :)

BOZ

Thursday, 17th February, 2005, 10:06 PM

Quote:

Originally Posted by Col_Pladoh

Without comment in regards to 2E, your rule regarding a slowing of advancement seems well-founded if your campaign world was based on human culture and society.

Cheers,
Gary

and that it was. :) friendly to the demihuman races all the same, but clearly still humans as the big dogs. the way it worked, as suggested in the DMG of the time, you doubled, tripled, or even quadrupled the amount of XP needed to get to the next level, depending on your race. thus, if an elf was capped out, but needed say 1,000,000 xp to get to the next level, he would find that the staggering 4,000,000 xp would take some time to achieve indeed. :) thus, there was a reward for continuing, but it would require no small amount of work.

of course, when i think back on it... it was rare enough for a demihuman character to make it to his level limit in the first place - but at least i had my rules set up in case it did happen. :p

gideon_thorne

Thursday, 17th February, 2005, 10:09 PM

Quote:

therule doesn't fit logically

Ah. But by who's logic? When designing a game to fit a certain style the logical consistency is in the mind of the designer, and may not always agree with the logic of anyone else.

This is a purely subjective point.

Fantasy has its own internal logic that the person perusing it simply accepts (or not) as part of the over all story.

If the 'internal logic' of a given system/method doesn't work for a given person, change it.

Why is this so hard I wonder?

Col_Pladoh

Thursday, 17th February, 2005, 10:12 PM

Quote:

Originally Posted by Barak

But big axes, which is why they hld their own, all things considered.

You misspelled a**es ;)

Quote:

Alright, enough jesting. I do seriously wonder about demi-humans being limited in -all- classes (thief excluded). Elves are reknowned for their MU, dwarves for their fighters. Would it truly destroy the idea of human-domination to have each unlimited in their favored field?

Yes,i do really think that unlimited demi-human races will absolutely obviate the humanocentric bases for a campaign world...unless the demi-humans are very few and far between. to have them as an integral part of the campaign world, one must have them limited in potential to something less than the dominant humans.

As I wished to have include demi-humans commonly as PCs, NPCs, and in basically their own racial communities and state entities as well as amongst human societies, I limited their potential power so as to make human dominance a reasonable assumption for play.

Cheers,
Gary

Col_Pladoh

Thursday, 17th February, 2005, 10:19 PM

Quote:

Originally Posted by loki44

That reminds me of a spell question I had. Would you care to comment on the old Phantasmal Force illusionist spell? That spell was a blessing and a curse. It was great because it was so open ended that the caster could be hugely creative, but it always seemed like a nightmare for the DM to adjudicate its effects in a way that didn't imbalance the game or squash the player's creativity. Any thoughts?

Phantasmal Force was an old *Chainmail Fantasy Suplement* spell, as a matter of fact;)

The illusionary force can be of any sort, but it must be a force--anything from a great swarm of insects to a herd of animals, a company of knights or a battle of pikemen, a tribe of bugbears or a flock of wyverns.

The use of the spell does demand an able DM and a player able to articulate the exact nature of the Phantasmal Force brought forth, what it looks like and what it will do. Of course the caster will need to concentrate on the latter aspect unless the action is simple and straightforward.

In all, the spell is nothing more than an illusion.

Cheers,
Gary

Barak

Thursday, 17th February, 2005, 10:21 PM

But.. But.. How to reconcile that with.. Anything? Elves, not only are tree-huggers and cookie makers, they aren'y even -close- to being the best magic-users.

Not only do dwarven women have beards (the closest I'll come to entertain anything bad about dwarves), their best fighters are weiners compared to humans.

Given that, I wouldn't only question the dominance of humans, I'd question the existence of anything -not- human. After all, humans have proven time and again their willingness to destroy anything different by a small degree..

But, well, elves still bite the big one.

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Gary Gygax Q&A: part VII[Printable View](#)[Show 20 post\(s\) from this thread on one page](#)[▼ Page 22 of 25](#) [◀ First](#) [◀ ...](#) [12](#) [13](#) [14](#) [15](#) [16](#) [17](#) [18](#) [19](#) [20](#) [21](#) **22** [23](#) [24](#) [25](#) [▶ Last ▶](#)**Col_Pladoh**

Thursday, 17th February, 2005, 10:22 PM

Quote:

*Originally Posted by **Storm Raven***

Hence there are no powerful elven wizards with powers matching the greatest human spell slinger? Which work of literature would that be drawn from?

Where are there any elves at all in the majority of fantasy literature?

Do get a life and forget about those make-believe twinkle-toed race :lol:

Cheers,
Gary

Col_Pladoh

Thursday, 17th February, 2005, 10:29 PM

Quote:

*Originally Posted by **Storm Raven***

And justified based upon their internal consistency. To my knowledge, no one has ever argued, for example, that Dwarves should not gain a Constitution bonus, because the reason they do is consistent with the background given for the race, and consistent with the mythological and literary background that the game draws upon. Level limits don't.

As I said before, get a life and forget about all this silly quibbling. After all is said and done, dwarves are so unbelievable as to be completely irrational. They live underground in caves and drink ale and eat meat. Where do their supplies come from? Where, outside of my assertion if D&D that they have a strong constitution, does that "logical" assumption come from. After all, they might be as frail as vampires when it comes to sunlight, and that's why they live underground. Many a fairy tale portrays dwarves as wholly evil, as are the svartalves of Norse mythology.

Quote:

Or, I guess I could just use game systems designed by people who put some thought behind their decisions. Since the level limit rule doesn't fit logically, and has all the earmarks of a pasted on quick-fix. If your reasoning as to why you did one thing rather than another is simply an arbitrary assertion, then you aren't nearly as astute an individual as many have taken you for.

You might try putting your intellect to work right here for a change :p I am sure you have a keen one or you wouldn't be a gamer...

cheers,
Gary

dead

Thursday, 17th February, 2005, 10:30 PM

Quote:

*Originally Posted by **Col_Pladoh***

Okay, you know better than I do. I am left with the nagging question: If the players aren't concerned about power gaming, wish only to create "stories," why should they worry/express concern about level limits

They don't want to have to retire their character at 10th-level while their human allies continue. They want to continue the epic "story".

But level limits are only part of the problem that restricts my 1E AD&D players. There's the issue of multi-classing, too. You want the freedom to add or discontinue classes because it is believable for someone to dabble in this or that. My players don't want to multi-class for the sake of multi-classing; they only want to if it makes sense to both me and them within the unfolding campaign story.

To say, "No, your demi-human suddenly can't advance any more in levels," or, "No, you do not pick up another class for your magic-user even though he's been training in sword-play for the last campaign year," or, "No, your elf fighter/wizard cannot stop progressing in fighter and focus his talents on wizardry" -- to say no to all these things because "God saith" lacks creativity to me. I prefer some smoother explanation within the game. I still can't find this explanation (I was hoping you could help me) so I continue to play 1E AD&D with my house rules of no level limits and no multi-classing restrictions. This has not created any power gaming problems. It has, I admit, required considerable revisions in XP allocation, but this is simply because the system as is doesn't allow for such flexibility.

Thanks.

Col_Pladoh

Thursday, 17th February, 2005, 10:36 PM

Quote:

Originally Posted by loki44

Yes. Which work of lit? I dunno. Who said the game has to be strictly drawn from existing literature? It is redundant to say again, but if you want elves to be more, or as powerful in your game, then I say uncap that level limit pronto! I was simply trying to argue the point that level limits can be justified in my opinion. It's all about suspension of disbelief and we all have our own ideas of what should or should not be gamewise.

Absolutely incisive and correct. A game that is mainly drawn from literature is handicapped and hobbled by its limited source material. By using literature of all sorts as inspirational, and casting a wide net, the resulting game can be as open to alteration as A/D&D was. that despite later versions so many people play the basically "dead" OD&D and AD&D game systems speaks volumes as to the strength of that design method.

That someone will spend hours, and thus pretty much require me to waste a good deal of time likewise, disputing about the potential of imaginary races in the game it's testament to its power to captivate the fancy of active minds

Cheers,
Gary

Col_Pladoh

Thursday, 17th February, 2005, 10:42 PM

Quote:

Originally Posted by dead

*...
To say, "No, your demi-human suddenly can't advance any more in levels," or, "No, you do not pick up another class for your magic-user even though he's been training in sword-play for the last campaign year," or, "No, your elf fighter/wizard cannot stop progressing in fighter and focus his talents on wizardry" -- to say no to all these things because "God saideth" lacks creativity to me...*

Thanks.

So much for story telling. None of that should have any part in a work of literature.

On the other hand, if you are playing a game, the players should be well aware of the parameters of the character classes and races before they create a PC with which they will PLAY A GAME.

If they want to tell stories, they might try hanging out somewhere where such people come to hear them, or else take up a career as authors of same.

Heh,
Gary

mythusmage

Thursday, 17th February, 2005, 10:45 PM

You should keep in mind that Col. Pladoh is the person who insists that lady dwarfs wear chin wigs. :p

I prefer to keep the non-humans in check through in-game measures. Where elves are concerned...

Elves have a much smaller population than humans. They're also not as intellectually and culturally flexible as humans. Smarter, but not as flexible. They can think of an answer faster than a human, but they are not as adaptable. Think of it as a race-wide high functioning autism.

Elves are also aware of the human need to be in charge. So the elves have agreed to let humans think they are running things. Elves will take care of things behind the scene, using humans as cover for their activities. Something which greatly amuses the dragons, who have been very successful in convincing the elves that they, the elves, are running things.

Level limits are set not by a rule, but by the player. A player can advance a character for as long as adventuring with that character remains interesting. If adventuring with a character no longer has appeal, the character is retired and becomes a Game Master Character. A possible contact or patron for the players.

The Drow are another story.

Col_Pladoh

Thursday, 17th February, 2005, 10:45 PM

Hey Fellows!

I am quite bored with the subject of demi-human level limits, so I'll not answer any further posts pertaining to that subject for at least a few days.

Besides, tonight is game night, so I have to get ready to run the OD&D campaign in which we are currently engaged. Thankfully, all the PCs are humans :uhoh:

Cheers,
Gary

Col_Pladoh

Thursday, 17th February, 2005, 10:50 PM

Quote:

Originally Posted by gideon_thorne

Ah. But by who's logic? When designing a game to fit a certain style the logical consistency is in the mind of the designer, and may not always agree with the logic of anyone else.

This is a purely subjective point.

Fantasy has its own internal logic that the person perusing it simply accepts (or not) as part of the over all story.

If the 'internal logic' of a given system/method doesn't work for a given person, change it.

Why is this so hard I wonder?

Don't faint, Peter!

For once I agree with what you state, right down the line. Of course this is gaming, not politics :D

Cheers,
Gary

dead

Thursday, 17th February, 2005, 10:51 PM

Quote:

Originally Posted by Col_Pladoh

So much for story telling. None of that should have any part in a work of literature.

On the other hand, if you are playing a game, the players should be well aware of the parameters of the character classes and races before they create a PC with which they will PLAY A GAME.

If they want to tell stories, they might try hanging out somewhere where such people come to hear them, or else take up a career as authors of same.

Heh,
Gary

To me, role-playing games are an amalgum of game and story-telling.

If I wanted to play just a GAME, I'd pull out Chess or Monopoly or play Poker.

gideon_thorne

Thursday, 17th February, 2005, 10:56 PM

Quote:

Originally Posted by Col_Pladoh

Don't faint, Peter!

For once I agree with what you state, right down the line. Of course this is gaming, not politics :D

Cheers,
Gary

Bursts out laughing

Hey. Law of averages. I figure I could get at least one thing right? :D

T. Foster

Thursday, 17th February, 2005, 11:14 PM

Quote:

Originally Posted by dead

To me, role-playing games are an amalgum of game and story-telling.

If I wanted to play just a GAME, I'd pull out Chess or Monopoly or play Poker.

But that's the fundamental disconnect because, you see, a lot of us DO consider role-playing games as "just" another kind of game, not really any fundamentally different from Chess or Monopoly or Poker. It was with that attitude that D&D was originally written and to that group that original D&D and AD&D most strongly appeal. If you're not part of that group naturally you'll find yourself disagreeing with some things about how the game is designed and plays, and if so you can freely change those things in your own games.

Of course if you change too much eventually you'll have to ask yourself if you wouldn't be better off playing another game entirely (or creating your own game), but that's a question everyone must answer for himself. Some people have such an attachment to the idea of "D&D" that even if they've changed 90% of the rules and are playing something that would be totally unrecognizable away from their own table will still insist they're

playing "D&D." I don't really understand that attitude -- when I want a game with different rules and assumptions from D&D I play other games -- RuneQuest, Pendragon, Warhammer FRP, Mythus, Lejendary Adventures, Amber Diceless, and that's just fantasy-genre games -- but when I sit down to play D&D I accept its rules and assumptions as-is and in fact am choosing to play it largely *because of* those rules and assumptions. But maybe that's just me...

Anyways,

P.S. This thread is getting pretty long (and has also been pretty effectively derailed by this latest tangent); perhaps it's time to close it up and start the Gygax Q&A Part VIII?

Davelozzi

Thursday, 17th February, 2005, 11:40 PM

Quote:

Originally Posted by Col_Pladoh

I am quite bored with the subject of demi-human level limits, so I'll not answer any further posts pertaining to that subject for at least a few days.

Hi Gary,
Just a quick note to thank you for a lifetime worth of entertainment and inspiration

...and more immediately, for putting an end to that ridiculous argument. ;)

dead

Thursday, 17th February, 2005, 11:43 PM

Quote:

Originally Posted by T. Foster

This thread is getting pretty long (and has also been pretty effectively derailed by this latest tangent)

Sorry for the derailment. Just asking Gary some Questions and hoping for some Answers.

tenkar

Friday, 18th February, 2005, 12:12 AM

Quote:

Originally Posted by Henry

I can say that a 7th/9th level fighter-thief in 1E is DEFINITELY more capable across the board than a 7th level Fighter-Rogue in 3E. He can fight better, steal better, climb walls better, etc. Whereas the 3E character can specialize and do ONE of those things well, the generalist that is the AD&D F/T can do them ALL equally well. I know because I made one up for a Gameday recently. :)

Guess my experience with AD&D was that multi-class characters fell far behind the rest of the party around name level (9-10) as their THAC0 and HP were usually substantially lower. The fighter-thief doesn't tank as well (lower ac and hp) as a fighter of equal XP, tho the thief abilities don't lag all that far behind.

In 3rd ed, if my cleric takes 1 level of fighter for the bonus combat feats, or my wizzie takes a level of thief first for extra proficiencies, weapons and abilities it like getting a major free bonus at little cost. You are right tho', in 3rd ed it is a liability to try and keep more then one class leveling.

Ah well, guess the topic has been done to death ;)

Joseph Elric Smith

Friday, 18th February, 2005, 01:18 AM

Since you have already made up your mind why argue about it? You are the DM so change the rules to fit your game but do we have to sit back and say you are brilliant? Heck no. Also I am not sure what Conan tales you are reading where in full armour he is as silent as some one in no armour, as I have just finished rereading all of REH original Conan tales in their original format and do not recall a story such as that. Also except for a few tales detailing Conan going to war in a leadership position, he is almost always wearing a loin cloth and carrying just his sword or dagger.

Ken

Quote:

Originally Posted by Storm Raven

Some mechanics are more arbitrary than others. Dwarves get a bonus to Constitution because they are supposed to be generally tougher and harder than other races. Elves get a bonus to Dexterity because they are generally more graceful than other races. The rules have a point built into their existence that makes sense from an internal perspective. Thus they are not wholly arbitrary.

On the other hand we have the rule "demi-humans can't advance beyond a certain level in any class other than thief" because . . . of nothing that can be expressed in internal terms. That makes the rule wholly arbitrary.

dcas

Friday, 18th February, 2005, 02:00 AM

Quote:

Originally Posted by Henry

I can say that a 7th/9th level fighter-thief in 1E is DEFINITELY more capable across the board than a 7th level Fighter-Rogue in 3E. He can fight better, steal better, climb walls better, etc. Whereas the 3E character can specialize and do ONE of those things well, the generalist that is the AD&D F/T can do them ALL equally well. I know because I made one up for a Gameday recently. :)

Of course a 7th/9th-level Fighter/Thief is more powerful than his 7th-level counterpart in 3E. But the former is roughly equivalent to a 12th-level character, while the latter is exactly equivalent (in theory) to any other 7th-level character. Would you say that a Fighter 6/Rogue 6 is a comparable character?

Now back to our regularly scheduled program.

dcas

Friday, 18th February, 2005, 02:04 AM

Quote:

Originally Posted by Col_Pladoh

Yes, but the best way to decide your question is for you to look at the map that is furnished, and also consider the suggestion of adding territory around its verges to expand the playing area. I believe those modules would best be located to the east (KotB) and northwest (CoC) in an extension of the hills.

Sorry not to be able to be more specific.

No, that's fine. I gather that by actually reading the module (Yggsgburgh, I mean) I will get some idea of where the 'wilder' areas are in which I might place the Keep and the Caves.

Thanks. :)

Demogorgon

Friday, 18th February, 2005, 03:39 AM

Quote:

Originally Posted by Gray Mouser

*... Man, next thing you know Demogorgon will have his twin heads on some shrink's couch looking for some catharsis. I have news for you Demo: you are **evil** and your lot is to be set upon by every two-bit PC party that can make their way to the Abyss! Die! Die! Die!*

Heh, sorry ;).

We eat analysts for breakfast. They just don't seem to understand us very well.

We once walked into a psychiatrist's office with a pancake on our heads, fried eggs on each shoulder, and a strip of bacon over each of our ears.

The shrink, (thinking he was humoring us), asked: "What seems to be the problem?"

We answered, "Doc, we're worried about our brother."

OK, We can do better:

Psychiatrist: What's your problem?

Demogorgon: We think we are a lizard.

Psychiatrist: How long has this been going on?

Demogorgon: Ever since we were an egg.

Speaking of shrinks, why don't sheep shrink when it rains?

Thanks you, we'll be here all millenium!

PLEASE NOTE: We'll be publishing our new abyssal address soon. Please plan a visit when you think you are sufficiently leveled up!

Frost

Friday, 18th February, 2005, 03:47 AM

Quote:

On the other hand, if you are playing a game, the players should be well aware of the parameters of the character classes and races before they create a PC with which they will PLAY A GAME.

If they want to tell stories, they might try hanging out somewhere where such people come to hear them, or else take up a career as authors of same.

Amen.

For my group, the only story telling comes after the game.... "Man, do you remember when we fought those Frost Giants? I can't believe you fired a ballista at them." ;)

Actually by Exp a 7/9 fighter rogue has the same exp as an 8th level single class warrior, if I recall the table correctly for AD&D so actually they are not really a 12th level charter, but an 8th level character going by exp
Ken

Quote:

Originally Posted by dcas

Of course a 7th/9th-level Fighter/Thief is more powerful than his 7th-level counterpart in 3E. But the former is roughly equivalent to a 12th-level character, while the latter is exactly equivalent (in theory) to any other 7th-level character. Would you say that a Fighter 6/Rogue 6 is a comparable character?

Now back to our regularly scheduled program.

Gary Gygax Q&A: part VII

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Col_Pladoh

Friday, 18th February, 2005, 03:32 PM

Quote:

*Originally Posted by **Davelozzi***

Hi Gary,

Just a quick note to thank you for a lifetime worth of entertainment and inspiration

...and more immediately, for putting an end to that ridiculous argument. ;)

Welcome, and as I am want to say, it is surely a lot of fun "working" thus :cool:

As for drawing a line to halt the particular discussion, it seemed the thing to do because of the growing contentiousness. My being humorous in replies wasn't effective, so...

Cheers,
Gary

Col_Pladoh

Friday, 18th February, 2005, 03:33 PM

Quote:

*Originally Posted by **dead***

Sorry for the derailment. Just asking Gary some Questions and hoping for some Answers.

Hey amigo!

You did nothing wrong at all. Glad you posed the queries :D

Col_Pladoh

Friday, 18th February, 2005, 03:40 PM

Quote:

*Originally Posted by **dcas***

No, that's fine. I gather that by actually reading the module (Yggburgh, I mean) I will get some idea of where the 'wilder' areas are in which I might place the Keep and the Caves.

Thanks. ;)

Heh...

Yggburgh was a pain in the rump to write because I wanted to include as much detail as possible for the GM interested in using it as a campaign base. So there are sections on history, costume, monetray system and economy of the area, and complete descriptions of the town, its main locations, and the outstanding geographical areas all with encounters or suggestions for same.

Yes, I was most delighted when I finished it :confused:

Cheers,
Gary

Akrasia

Friday, 18th February, 2005, 03:57 PM

Quote:

*Originally Posted by **Col_Pladoh***

*...
Yes, I was most delighted when I finished it :confused:
...*

And I'll be delighted when I finally get it in my greedy paws... :D

What is the progress on the other books in the Zagyg series, Colonel?

Seeten

Friday, 18th February, 2005, 04:16 PM

I'd also like to say thank you for 20+ years of enjoyment. Your pioneering has provided myself and my friends countless hours of enjoyment, and our wives with countless hours of freedom.

Virel

Friday, 18th February, 2005, 05:15 PM

Wanting a FM multiclass then to go cleric...

I would like to mention to the poster that said they had a player wanting to play an elven fighter/magic user multiclass character that then switches to cleric that Gary has in fact addressed a way to play this sort of character in UA and UA's errata. The errata was in Dragon 103.

There is character and allowed class/multi-class list that on DM's option that an elf to be Fighter/Cleric/Magic User, triple class. This should allow your player to have the character he or she wants and still stay true to the rules as written if you wish.

I keep a copy of the errata taped in my worn copy of UA just for those sort of questions and ideas that players come up with from time to time.

Col_Pladoh

Friday, 18th February, 2005, 05:20 PM

Quote:

Originally Posted by Frost

Amen.

For my group, the only story telling comes after the game.... "Man, do you remember when we fought those Frost Giants? I can't believe you fired a ballista at them." ;)

Correct. The RPG is a mix of many elements, some or all of which can be featured in a play session. What the RPG is not is an exercise in story telling or in play acting. Those can be elements of the game form, but they are not the critical ones. Stressing either is likely to direct player actions or prevent enjoyment for all participants. A complete focus on either removes the pastime from the RPG classification to some other type of game.

Cheers,
Gary

Col_Pladoh

Friday, 18th February, 2005, 05:24 PM

Quote:

Originally Posted by Akrasia

And I'll be delighted when I finally get it in my greedy paws... :D

What is the progress on the other books in the Zagyg series, Colonel?

I trust you won't be disappointed... (hope, is perhaps a better word.)

Rob has finished his add-on module, but I have not been up to doing the work needed to create the upper works of the castle proper, let alone the dungeon levels below them :(When my oldest friend died in late November, it was quite a setback for me.

Anyway, I am feeling a good deal better if late, and I will attempt real creative work as soon as I feel up to it--likely March.

Cheers,
Gary

Col_Pladoh

Friday, 18th February, 2005, 05:25 PM

Quote:

Originally Posted by Seeten

I'd also like to say thank you for 20+ years of enjoyment. Your pioneering has provided myself and my friends countless hours of enjoyment, and our wives with countless hours of freedom.

LOL!

Cheerio,
Gary

Col_Pladoh

Friday, 18th February, 2005, 05:27 PM

Quote:

Originally Posted by Virel

I would like to mention to the poster that said they had a player wanting to play an elven fighter/magic user multiclass character that then switches to cleric that Gary has in fact addressed a way to play this sort of character in UA and UA's errata. The errata was in Dragon 103.

There is character and allowed class/multi-class list that on DM's option that an elf to be Fighter/Cleric/Magic User, triple class. This should allow your player to have the character he or she wants and still stay true to the rules as written if you wish.

I keep a copy of the errata taped in my worn copy of UA just for those sort of questions and ideas that players come up with from time to time.

Well shucks!

I had totaly forgotten about that. thanks for passing along the information :cool:

Regards,
Gary

Joseph Elric Smith

Friday, 18th February, 2005, 05:33 PM

Not only that, but a character can be religious in a game with out being a cleric. Many character I have played, and Dmed have been religious in the game, but they weren't cleric. If we are looking at it for the story the character can spend all the time he wants teaching preaching and exalting his charters god all with out having to have the cleric class.

Ken

Quote:

Originally Posted by Virel

I would like to mention to the poster that said they had a player wanting to play an elven fighter/magic user multiclass character that then switches to cleric that Gary has in fact addressed a way to play this sort of character in UA and UA's errata. The errata was in Dragon 103.

There is character and allowed class/multi-class list that on DM's option that an elf to be Fighter/Cleric/Magic User, triple class. This should allow your player to have the character he or she wants and still stay true to the rules as written if you wish.

I keep a copy of the errata taped in my worn copy of UA just for those sort of questions and ideas that players come up with from time to time.

Henry

Friday, 18th February, 2005, 06:18 PM

Quote:

Originally Posted by Col_Pladoh

I trust you won't be disappointed...

Anyway, I am feeling a good deal better if late, and I will attempt real creative work as soon as I feel up to it-likely March.

Henry pops out the Resurrection Scroll

We've waited this long. And this is an AD&D scroll too, Buster - no refusing to come back for you! :)

Seriously, I hope all goes well.

Col_Pladoh

Friday, 18th February, 2005, 07:22 PM

Quote:

Originally Posted by Henry

Henry pops out the Resurrection Scroll

We've waited this long. And this is an AD&D scroll too, Buster - no refusing to come back for you! :)

Seriously, I hope all goes well.

Heh...

I am caught like a vampire, and being resurrected thus will make me vulnerable to the creative work demon :eek:

Seriously, I too am hoping that I'll have the stamina I never truly appreciated before, as i have generally had to put in a tremendous amount of time and effort to create adventure scenario material.

cheers,
Gary

Col_Pladoh

Friday, 18th February, 2005, 07:25 PM

Quote:

Originally Posted by Joseph Elric Smith

Not only that, but a character can be religious in a game without being a cleric. Many characters I have played, and Dmed have been religious in the game, but they weren't cleric. If we are looking at it for the story the character can spend all the time he wants teaching preaching and exalting his chosen god all without having to have the cleric class.

Ken

Quite true.

While a paladin PC springs to mind, any character class will serve, and some, such as a thief or assassin, would demand some truly awesome roleplay to carry off the matter;

cheers,
Gary

Barak

Friday, 18th February, 2005, 07:32 PM

Quote:

Originally Posted by Col_Pladoh

While a paladin PC springs to mind, any character class will serve, and some, such as a thief or assassin, would demand some truly awesome roleplay to carry off the matter

While thief -might- be a stretch, given the bloody history of most religions, assassins would be -easy-...

Heck, the word itself has religious connotations, after all.

jasper

Friday, 18th February, 2005, 07:36 PM

What (most some few none all) {select the one you like} forget is D&D in any form is a GAME. All games have rules. And all rules don't have to make sense. The game is not the story. The story is what happens during the game.
Just like the time me and my brother got my parents, my uncle and aunt to play Life with us and my Aunt won while Daddy went to the poor house with 1 kid and Jr went to poor house with 4 girls and 3 boys.
all games and hobbies give you stories to tell. They are only interesting if they are told in an interesting fashion and to someone who shares your interest.

gideon_thorne

Friday, 18th February, 2005, 07:36 PM

Quote:

Originally Posted by Barak

While thief -might- be a stretch, given the bloody history of most religions, assassins would be -easy-...

Heck, the word itself has religious connotations, after all.

The word assassin has as a popular historical evolution from a sort of hashish religious sect known as the hassassin.. :)

Barak

Friday, 18th February, 2005, 07:39 PM

Quote:

Originally Posted by gideon_thorne

The word assassin has as a popular historical evolution from a sort of hashish religious sect known as the hassassin.. :)

Hmm yup. That's what I was getting at.

Storm Raven

Friday, 18th February, 2005, 07:41 PM

Quote:

Originally Posted by loki44

Yes. Which work of lit? I dunno.

Except now you are shifting your argument. Previously you have asserted that the level limits reflected the themes of fantasy literature. Now that I ask which works of literature and mythology you draw that assertion from, and you dodge.

Quote:

Who said the game has to be strictly drawn from existing literature? It is redundant to say again, but if you want elves to be more, or as powerful in your game, then I say uncapped that level limit pronto! I was simply trying to argue the point that level limits can be justified in my opinion. It's all about suspension of disbelief and we all have our own ideas of what should or should not be gamewise.

I'm trying to figure out what was the impetus behind making demi-humans dominate lower level play and then have level caps slapped on so as to allow for a "humanocentric" world. Given the desire to have huamnocentric world, it seems odd to have desinged all of the demi-human races to be clearly superior to humans, except for those handful who happened to reach 10th+ level in experience.

Storm Raven

Friday, 18th February, 2005, 07:44 PM

Quote:

Originally Posted by Col_Pladoh

Yes, i do really think that unlimited demi-human races will absolutely obviate the humanocentric bases for a campaign world...unless the demi-humans are very few and far between. to have them as an integral part of the campaign world, one must have them limited in potential to something less than the dominant humans.

You have asserted this several times, which is what drives my question. You assert that it is an essential element to creating a humanocentric world that you have level limits. Why not, instead create a situation in which demi-humans natural abilites were not obviously superior to humans, but instead more focused, or balanced with drawbacks that accompany their bonuses? You seem to say this is the *only* way you could have done it, my question is were other ideas considered and rejected, and if so what were they and why were they rejected in favor of such a seemingly arbitrary system?

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Gary Gygax Q&A: part VII

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Storm Raven

Friday, 18th February, 2005, 07:45 PM

Quote:

Originally Posted by **Col_Pladoh**

Where are there any elves at all in the majority of fantasy literature?

They exist in Tolkien. And Lloyd Alexander's work (as the fair folk), and Celtic myth (as the sidhe) and the Moorcock's works (in, for example, *Knight of Swords*) and so on and so forth.

Storm Raven

Friday, 18th February, 2005, 07:47 PM

Quote:

Originally Posted by **Col_Pladoh**

As I said before, get a life and forget about all this silly quibbling. After all is said and done, dwarves are so unbelievable as to be completely irrational. They live underground in caves and drink ale and eat meat. Where do their supplies come from?

I suppose trade isn't an option?

Quote:

Where, outside of my assertion if D&D that they have a strong constitution, does that "logical" assumption come from.

From a wide variety of sources. But you should know that already.

Joseph Elric Smith

Friday, 18th February, 2005, 07:50 PM

So why are you arguing? You don't like or understand the logic, then change it to fit your ideal. Instead of complaining about why Life isn't more like monopoly or payday just change the rules you want and go on. No answer any one gives will satisfy you because, you have your own idea of what the solution should be, so use it.

Ken

Col_Pladoh

Friday, 18th February, 2005, 07:53 PM

Quote:

Originally Posted by **Barak**

While thief -might- be a stretch, given the bloody history of most religions, assassins would be -easy-...

Heck, the word itself has religious connotations, after all.

I think a thief would be easy, and the temple of whatever non goody-goody deity would likely praise his generous contributions--all taken from non-believers, of course;)

Cheers,
Gary

Storm Raven

Friday, 18th February, 2005, 07:55 PM

Quote:

Originally Posted by **tenkar**

Guess my experience with AD&D was that multi-class characters fell far behind the rest of the party around name level (9-10) as their THAC0 and HP were usually substantially lower. The fighter-thief doesn't tank as well (lower ac and hp) as a fighter of equal XP, tho the thief abilities don't lag all that far behind.

At the same experience totals, a 1e Ftr/MU (using the UA advancement rules) would be 9th/10th level, while their single classed fighter counterpart would be 10th level. The multiclassed character would have a THAC0 one less, and fewer hit points (the Ftr would have an average of 5.5 per level, through level 9, for a total of 49.5 + Con bonus, while the Ftr/MU would have an average of 37.25 + Con bonus), but on the other hand to offset these deficiencies, the Ftr/MU would have *all the spells of a 10th level magic-user*, which would more than compensate.

Quote:

In 3rd ed, if my cleric takes 1 level of fighter for the bonus combat feats, or my wizzie takes a level of thief first for extra proficiencies, weapons and abilities it like getting a major free bonus at little cost. You are right tho', in 3rd ed it is a liability to try and keep more than one class leveling.

Your wizard or cleric loses an entire level in spell casting, undead turning, familiar advancement, and all of the other benefits of their spell casting class. In exchange, he gets a few skill points, or a few hit points, and maybe a bonus feat. It's generally not a great trade-off. By taking a second (or third) class, you dilute the abilities of your other classes.

Which would you rather be? A 4th level cleric/1st level Fighter, able to cast 2nd level spells? Or a 5th level cleric (able to cast 3rd level spells)? It depends on your situation, but one is not obviously better than the other. In the way a 1e Ftr/MU is better than a 1e Ftr.

Col_Pladoh

Friday, 18th February, 2005, 07:56 PM

Quote:

*Originally Posted by **jasper***

What (most some few none all) {select the one you like} forget is D&D in any form is a GAME. All games have rules. And all rules don't have to make sense. The game is not the story. The story is what happen during the game.

Just like the time me and my brother got my parents, my uncle and aunt to play Life with us and my Aunt won while Daddy when to the poor house with 1 kid and Jr went to poor house with 4 girls and 3 boys.

all games and hobbies give you stories to tell. They are only interesting if they are told in a interesting fashion and to some one who shares your interest.

Hoi Jasper,

Not much case for disputation in what you state;) However, "told" isn't a necessary part of most games. The critical factors are entertainment and enjoyment arising from play.

Cheers,
Gary

Joseph Elric Smith

Friday, 18th February, 2005, 07:56 PM

Well you got one right Tolkien had elves but as for knight of the swords while Corum visited earth he was mistaken for an elf, he was not on, but actually Vadhagh, and the Corum books are an excellent example of how humanity overwhelms the race of the Vadhagh because they take the inclination and drive to complete things in a timely fashion.

Ken

Quote:

*Originally Posted by **Storm Raven***

They exist in Tolkien. And Lloyd Alexander's work (as the fair folk), and Celtic myth (as the sidhe) and the Moorcock's works (in, for example, Knight of Swords) and so on and so forth.

Barak

Friday, 18th February, 2005, 07:57 PM

Quote:

*Originally Posted by **Col_Pladoh***

I think a thief would be easy, and the temple of whatever non goody-goody deity would likely praise his generous contributions--all taken from non-believers, of course

Well yes but on.. Hey! Wait a minute! You are the one who said assassin and thief would require quite an extensive bit of roleplaying, not *me!* You trickster you.

Col_Pladoh

Friday, 18th February, 2005, 08:00 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

So why are you arguing? You don't like or understand the logic, then change it to fit you ideal. Instead of complaining about why Life isn't more like monopoly or payday just change the rules you want and go on. No answer any one gives will satisfy you because, you have your own idea of what the solution should be, so use it.

Ken

Ken,

A good suggestion, because sure as shootin', and just like I said, I ain't about to bother with any more of the demi-human silliness :p

Heh,

Gary

Storm Raven

Friday, 18th February, 2005, 08:02 PM

Quote:

Originally Posted by Joseph Elric Smith

So why are you arguing? You don't like or understand the logic, then change it to fit your ideal.

Thus far, no one has asserted *any* logic, thus there is no logic to like or understand. There is only an assertion of arbitrary fiat. I don't believe this to be the actual answer. Because if it is, then that is the earmark of someone who didn't actually do the thinking behind the design. Which I am not convinced is true.

Quote:

Instead of complaining about why Life isn't more like monopoly or payday just change the rules you want and go on. No answer any one gives will satisfy you because, you have your own idea of what the solution should be, so use it.

No, my question is aimed at what went into the decisions. The given answers don't match the given reasons. Therefore, they don't add up, and hence, as ultimately entirely unsatisfying, giving more credence to some theories about the early development of the D&D game that are less than flattering to some in attendance here. I don't believe those are true, therefore, the actual answers cannot be the ones handed about here.

Col_Pladoh

Friday, 18th February, 2005, 08:03 PM

Quote:

Originally Posted by Barak

Well yes but on.. Hey! Wait a minute! You are the one who said assassin and thief would require quite an extensive bit of roleplaying, not me! You trickster you.

Heh,

Well, caught with my hand in the cookie jar playing devil's advocate;)

Seriously, though, the difficulty in roleplay would most likely arise from the player's mindset, not in finding a reasonable explanation for the character to be actively religious.

Speaking of the assassin PC, the Thug would likely get into hot water by preaching Kali abroad, eh? :eek:

cheers,
Gary

Storm Raven

Friday, 18th February, 2005, 08:04 PM

Quote:

Originally Posted by Joseph Elric Smith

Well you got one right Tolkien had elves but as for knight of the swords while Corum visited earth he was mistaken for an elf, he was not on, but actually Vadhagh, and the Corum books are an excellent example of how humanity overwhelms the race of the Vadhagh because they lack the inclination and drive to complete things in a timely fashion.

What you *call* a demi-human is not necessarily indicative of what they *are*. Corum is an elf, because his race fits the classical "elven" traits of our mythology (mostly the Sidhe myth). And humanity overhwelms his race because of the change in the cosmological nature of the multiverse, not because they lack drive.

loki44

Friday, 18th February, 2005, 08:07 PM

Quote:

Originally Posted by Storm Raven

Except now you are shifting your argument. Previously you have asserted that the level limits reflected the themes of fantasy literature. Now that I ask which works of literature and mythology you draw that assertion from, and you dodge.

Not to be contentious, but I never asserted that level limits reflected themes of fantasy literature. That must've been someone else. My argument was simply that a level limit for demi-humans is justifiable in that elves, dwarves and such might simply not have the same capacity to improve beyond a certain level that humans do. That's all. I never mentioned anything about literature. However, if I had to select one literary fantasy world that most reflects my game world it would either be Nehwon or Hyboria. I don't recall demi-humans, in the D&D sense, existing in either one. I thought this discussion was supposed to be ended on this thread?

Barak

Friday, 18th February, 2005, 08:08 PM

Quote:

Originally Posted by **Col_Pladoh**

Speaking of the assassin PC, the Thug would likely get into hot water by preaching Kali abroad, eh?

Given the stuff they were on... Would they care? :cool:

It does give one some thoughts about the benefits of playing in an alignment-less system. Something to be said about all sides believing they are right. Then again, When playing a *game*, a lot of people (me included some of the time) like the option of a black and white world, when one can make sure he's on the right side with the casting of a low-level spell.

Joseph Elric Smith

Friday, 18th February, 2005, 08:12 PM

And if I call a sheep's tail a leg does that make it a 5 legged sheep?

I guess you must of read a different set of books then I did, because the Vadhagh, where most assuredly wiped out because they lacked drive. never seeing family for years at a time because they felt no need as the had an extreme life time, look at how long Corum took to prepare for his trip, he was rushed to get out the door in a months time. If they had had a different culture, and drive, then they would of been better prepared, and able to mount a Resistance, instead of being eliminated one castle at a time. It was their culture that set them up for the fall.

Now I ask again Why are you arguing, if you aren't aren't; happy with the rules then change it. Why does the the whole world have to revolve around you, and what you think is logical?

Ken

Quote:

Originally Posted by **Storm Raven**

What you call a demi-human is not necessarily indicative of what they are. Corum is an elf, because his race fits the classical "elven" traits of our mythology (mostly the Sidhe myth). And humanity overwlems his race because of the change in the cosmological nature of the multiverse, not because they lack drive.

tenkar

Friday, 18th February, 2005, 08:21 PM

Quote:

Originally Posted by **Storm Raven**

Thus far, no one has asserted any logic, thus there is no logic to like or understand. There is only an assertion of arbitrary fiat. I don't believe this to be the actual answer. Because if it is, then that is the earmark of someone who didn't actually do the thinking behind the design. Which I am not convinced is true.

No, my question is aimed at what went into the decisions. The given answers don't match the given reasons. Therefore, they don't add up, and hence, as ultimately entirely unsatisfying, giving more credence to some theories about the early development of the D&D game that are less than flattering to some in attendance here. I don't believe those are true, therefore, the actual answers cannot be the ones handed about here.

Just some quick points. We are talking about the designing of a GAME, correct? If the internal logic of the game is not logical in the view of some, does that lessen the game?

If the designing force behind D&D gives you answers that you don't agree with, does that make you right and him wrong? I'd have to take EGG's word on HIS reasoning more then yours. Nothing personal, but I would expect EGG has more of an idea of his own thoughts then you.

If the logic doesn't suit you create your own. The game is meant to be played... play it the way YOU want it to be played. If it was meant to be debated one of the "D"s in D&D would have to be renamed ;)

Brentos

Friday, 18th February, 2005, 08:21 PM

Quote:

Originally Posted by **Col_Pladoh**

I think a thief would be easy, and the temple of whatever non goody-goody deity would likely praise his generous contributions--all taken from non-believers, of course;)

Cheers,
Gary

Bwahahah! I love this idea! You've just created a whole organization for me of religous thieves! This fills a hole in my adventure! My hat off to the master!

I love questions people have for you regarding how/why things were created/decided, and become annoyed when they then argue with you about your choices (it's one thing to question, but to continually pound on answers already given gets annoying. I've always seen D&D as a toolbox for running a fun game. When you are good enough to understand how the toolbox works, you are more then free to tinker with it, just don't blame the creator when you break it! :-)

BTW: I think Knights in chess should go 3-4 squares forward only, because a horse in real life wouldn't be able to make 90 degree turns. Stupid creators and their lack of logic! :-)

[gideon_thorne](#)

Friday, 18th February, 2005, 08:22 PM

Quote:

*Originally Posted by **Storm Raven***

Thus far, no one has asserted any logic, thus there is no logic to like or understand.

This is not quite true. What 'logic' was asserted had to do with internal logical consistency of a basic premise or theme emphasised behind the rules. This theme asserted the dominance of the human being. One way the designers felt this was accomplished was by level limits.

Clearly, others may disagree with this being the 'best' method. An entirely subjective stance I might add. But the logic for the inclusion does exist. Its just that a few dont agree with the logic, so they apply their own logic, and change it.

And on another note. Its very easy to look back on the origins of a game and find plenty of 'illogic' in comparison to the differing logical paradigm of today. They call this 20/20 hind sight. But, in the design of the original dungeons and dragons game, one has to consider it in the context of the time. It was the new kid on the block, it was the only one of its kind so it had no 'precedent' to follow. And quite obviously we are dealing with a differing cultural and philosophical mindset then as compared to now.

Its all a matter of 'frame of reference.'

To use a wargamer frame of reference. Its easy for the arm chair general to look at miniatures of a historical battle and postulate 'what they would have done' in their play acting game. But the people getting blown up in an actual battle don't generally have the gift of foresight into the future. They cannot look into the mind of some nebulous historian (who clearly has too much time on their hands if they are playing with toy soldiers) and suddenly know 'what they should have done.'

The original designers of the dungeons and dragons rpg made certain decisions based on what they felt worked. Its as simple as that. :)

[Joseph Elric Smith](#)

Friday, 18th February, 2005, 09:40 PM

Now Pete, if you keep making sense liek that, what will we ever do. :)
ken

[gideon_thorne](#)

Friday, 18th February, 2005, 09:48 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

*Now Pete, if you keep making sense like that, what will we ever do. :)
ken*

grin I dunno? Hopefully something more constructive that involves initiative and individual creative problem solving? Maybe I'm reaching here? ;)

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Gary Gygax Q&A: part VII

Printable View

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Col_Pladoh

Friday, 18th February, 2005, 11:10 PM

Quote:

Originally Posted by Barak

Given the stuff they were on... Would they care? :cool:

thugs worshipped Kali, didn't necessarily use any drugs, but strangled, robbed, broke the dead victims' bones to make the bodies compact, then buried them under the dirt tracks that were common in India then. The deaths were to honor the goddess...

Quote:

It does give one some thoughts about the benefits of playing in an alignment-less system. Something to be said about all sides believing they are right. Then again, When playing a game, a lot of people (me included some of the time) like the option of a black and white world, when one can make sure he's on the right side with the casting of a low-level spell.

I don't use any alignments in my game campaigns nowadays because the concept caused so much misunderstanding and confusion; but actions speak louder than words, and as clearly as words on character sheets ;)

Cheers,
Gary

Col_Pladoh

Friday, 18th February, 2005, 11:12 PM

Quote:

Originally Posted by tenkar

...

If it was meant to be debated one of the "D"s in D&D would have to be renamed ;)

ROTFLMAO!

Ciao,
Gary

Steveoooo

Friday, 18th February, 2005, 11:21 PM

This thread is as long as a Dwarf's beard! I have started a new one, here:

<http://www.enworld.org/showthread.php...94#post2045194>

Moderators, can we close and archive this one, please?

Col_Pladoh

Friday, 18th February, 2005, 11:24 PM

Quote:

Originally Posted by Brentos

Bwahahah! I love this idea! You've just created a whole organization for me of religious thieves! This fills a hole in my adventure! My hat off to the master!

Having been at game design for about 40 years now, I am still amazed at how little I really know, how much just sort of comes from what seems an interesting idea to me based on what I've read about or heard, what I imagine I'd have fun playing.

Quote:

I love questions people have for you regarding how/why things were created/decided, and become annoyed when they then argue with you about your choices (it's one thing to question, but to continually pound on answers already given gets annoying. I've always seen D&D as a toolbox for running a fun game. When you are good enough to understand how the toolbox works, you are more than free to tinker with it, just don't blame the creator when you break it! :-)

Arguing about how a game should operate is useful only in pre-publication stage :eek:

It is indeed quite proper to alter any game to suit your taste and that of your associates engaged in playing it. Some rules additions are so good they become standard fare, such as placing money paid because of Chance and Community Chest cards in Monopoly on "Free Parking" to be gained by whichever player lands on that space. the poorly conceived game alterations aren't known because they are rapidly sent to the trash...

Quote:

BTW: I think Knights in chess should go 3-4 squares forward only, because a horse in real life wouldn't be able to make 90 degree turns. Stupid creators and their lack of logic! :-)

Logical the move isn't, but what a great concept. Even the Japanese kept it in part) for the knights in their national game, shogi. I like the courier chess rule that gives the king one knight's move instead of castling, and a piece combining the moves of a king and a knight is deadly! Not that i love chess and its variants... :cool:

Cheers,
Gary

McDeath

Saturday, 19th February, 2005, 06:18 AM

Hey Col, how often do you post on dragonsfoot? Some of the grogs wouldn't mind chatting with you.

Col_Pladoh

Saturday, 19th February, 2005, 04:25 PM

Quote:

*Originally Posted by **McDeath***

Hey Col, how often do you post on dragonsfoot? Some of the grogs wouldn't mind chatting with you.

Since the decline in my health I have been pretty scarce over there on the Dragonsfoot boards...even the one regarding the LA game. I'll cruise by there in the near future and have a look;)

Cheers,
Gary

Orius

Sunday, 20th February, 2005, 05:03 AM

Quoted from previous thread:

Quote:

*Originally Posted by **Col_Pladoh***

For about six months the typical number of players in an adventure session in my basement was 18-22 persons packed in. That was when I asked Rob Kuntz to serve as my co-DM. Getting marching order was very important. Of course most activity was dungeon crawling, so actions were just done in order around the table. Be ready or lose your chance! Stick with the party or else something very nasty is likely to befall your character away from the group. The sessions were fun but somewhat chaotic, lacked most roleplay, and surely didn't allow for a lot of one-on-one time player and DM.

That must have been kind of crazy. The most people I've ever seen play at once was 11. This was nearly 12 years ago, back when I first started playing; I asked the DM if I could sit in on a game and watch to get an idea of what it was like. And I've been hooked ever since. :) Still, not much happened during the session, and I could certainly see how playing with 20 would be chaotic and have little role-playing at all. The most I've ever DMed for was eight people at once, and I know from experience that I wouldn't want to handle much more than that.

Edit: Ugh, I mean to post this in Part VIII.

BOZ

Sunday, 20th February, 2005, 06:55 AM

18-22 players, egads! I'd have a hard time concentrating just as a player, and can't imagine taking on a task like that as a DM... anything more than 5 or 6 players as a DM is a bit much for me!

mythusmage

Sunday, 20th February, 2005, 09:37 AM

Part 8 is now running, isn't about time this beast got retired?

Col_Pladoh

Sunday, 20th February, 2005, 03:59 PM

Quote:

*Originally Posted by **Orius***

Quoted from previous thread:

That must have been kind of crazy. The most people I've ever seen play at once was 11. This was nearly 12 years ago, back when I first started playing; I asked the DM if I could sit in on a game and watch to get an idea of what it was like. And I've been hooked ever since. :) Still, not much

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When my sons Ernie and Luke were play-testing the *Lost City of Gaxmoor* module, the player group ranged from as few as 12 to as many as 25 :uhoh:

My regular group used to number nine, and that's about the top of the optimum spread--3-9 in my view.

Cheers,
Gary

Col_Pladoh

Sunday, 20th February, 2005, 04:02 PM

Quote:

Originally Posted by BOZ

18-22 players, egads! i'd have a hard time concentrating just as a player, and can't imagine taking on a task like that as a DM... anything more than 5 or 6 players as a DM is a bit much for me!

Well...

Forget role-playing when you have a big group of players to manage--or else organize the majority to serve as a Greek chorus :lol:

Cheers,
Gary

ADMIN'S NOTE:

This thread has now been Archived and will continue with Part VIII:

<http://www.enworld.org/showthread.php?t=121380>

-Henry

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